CU AMIGA-64

NOVEMBER 1989
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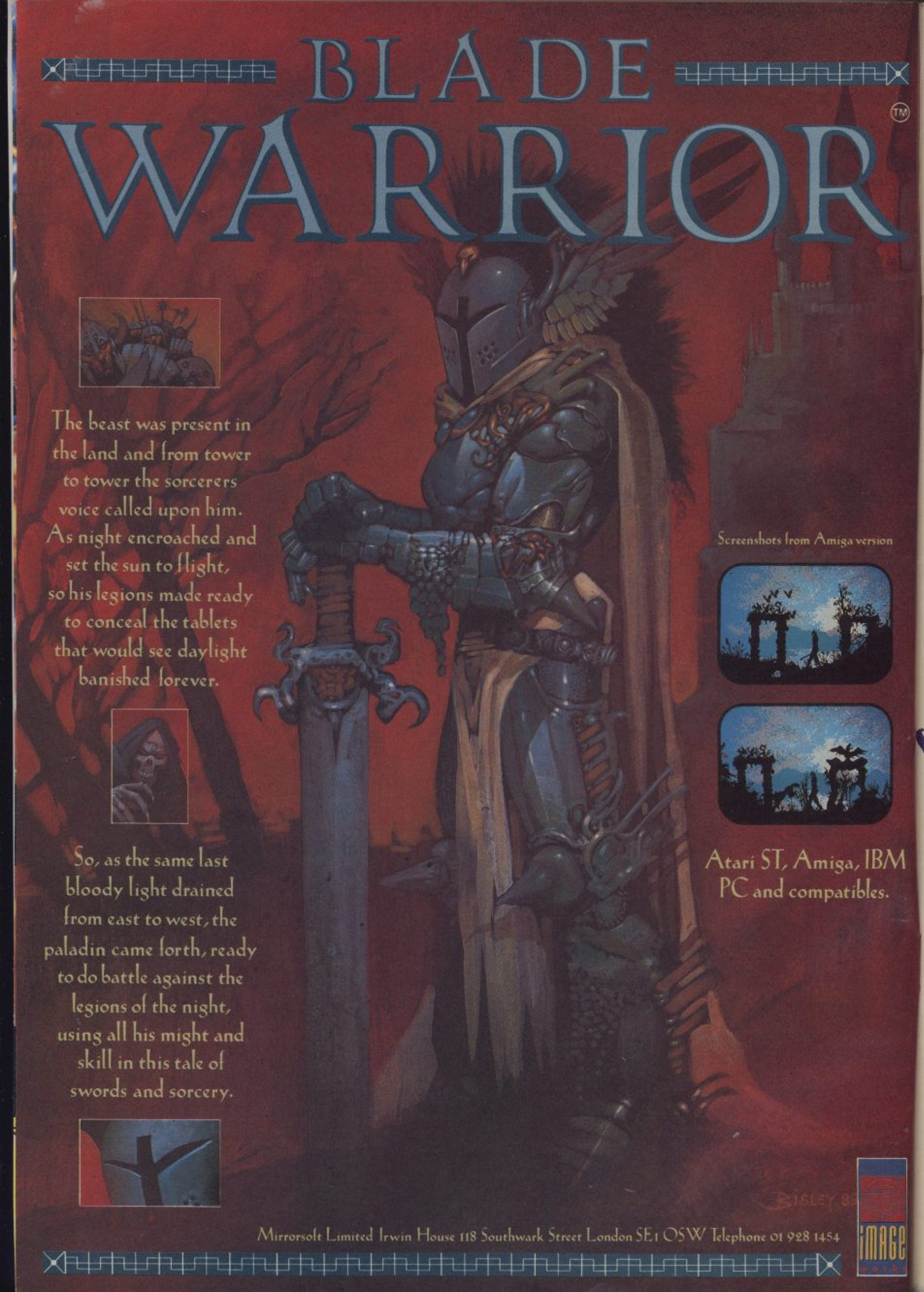


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So, as the same last bloody light drained from east to west, the paladin came forth, ready to do battle against the legions of the night, using all his might and skill in this tale of swords and sorcery.
Screenshots from Amiga version
Atari ST, Amiga, IBM PC and compatibles.
Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 OSW Telephone 01 928 1454
IMAGE

CU NOVEMBER CONTENTS

SPECIALS



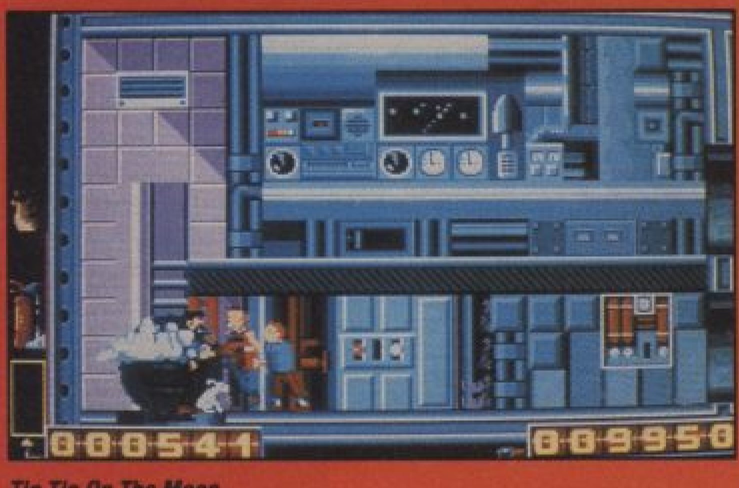
REGULARS



Interphase



Batman — The Movie.



Tin Tin On The Moon.



APB.

REVIEWS



Power Drift.



Norf 'n' Sarf.

Phil Jude/Science Photo Library.

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BUZZ



DEAD SMART

Gore movies have a difficult press. Lambasted for their violence, they are often the subject of the outraged howls of politicians and of the peek-a-boo mentality of the tabloid press. At the one end of the spectrum there are, of course, splatter movies full of gratuitous junk; but now and again, at the classier end of the scale, a cult film emerges from the slime — and to considerably wider acclaim.

One such movie, and the inspiration behind Ubisoft's forthcoming *Zombi*, was "Dawn of the Dead".

You and your merry band of helicopterists have landed on the roof of an out-of-town shopping mall in desperate search for fuel and supplies. In the meantime, hordes of zombies are running amok in the foodstore, dissing the TV dinners and in search of human flesh. To add to your problems, the petrol station's wrecked and the only way to get fuel is to syphon the tanks of the Harley Davidsons in the parking lot (a chapter of homicidal Hell's Angels have turned up as well).

Zombi sounds bizarre. If a colleague gets bitten you'll have to drag him to the freezer before rigor mortis sets in. But if *you* get bitten, your only way out is to take your own life.

By all accounts *Zombi* will be a blackly hilarious game, and what seems set to be a successful licence is softshop-bound, on all formats, towards the end of the year.

DAS BOOT (THE GAME?)

OK, we're telling a little porky pie here. Alas, the excellent TV series, "The Boat", is not up for licence, but it has been a treat to watch the recent rerun on BBC Two — and by way of an immensely fantastic coincidence, this neatly allows the Buzzboys to make a tenuous link with a software deal.

Wolfpack will be out soon on the Amiga, as a result of the recently confirmed contract between Mirrorsoft and Novalogic Inc.

Claim Mirrorsoft, *Wolfpack* aims to be one step ahead of yer average WWII submarine war game. Move about from ship to ship, as you establish individual command centres; withdraw and activate overall battle strategies, or use the construction element to shape parts of the game from scratch. All of this with the intention of simulating the battles between Allied surface vessels and the Nazi Wolfpack submarine fleet.

Scheduled for a Winter release, there'll be more on this watery epic in a none-too-distant issue.





TIN POT DICTATORS

In some other time, in some other place an iron curtain is descending on the galaxy. Hordes of robomonsters are massing up there in preparation for an all-out attack on the Earth.

Escape from the Planet of the Robot Monsters has been doing the rounds of the software press of late in the form of arcades reviews.

But within a smidgen of its release, Atari's new coin-op has been snapped up by the Domark label, Tengen.

Arcadesters and strategy fans will be able to join in with the galactic palaver and beam down to rescue human slaves who are imprisoned on Planet X.

Escape from the Planet of the Robot Monsters is set to follow fellow Tengen games, *Toobin* and *Dragon Spirit*, shortly after the turn of the year. Cute and campy arcade adventures look set to become flavour of the month right now. Let's hope that this one's a cracking example.



USG AT 4 O'CLOCK

Dust down your flying jacket and polish the flaps on your little leather hat. Hard on the tail of CRL's *Lancaster* comes the latest WWII flight sim. Lucasfilm's forthcoming *Their Finest Hour: The Battle of Britain* promises as stirring a combat simulator as you're likely to find this side of a British banger — or a knockwurst, for that matter.

Take to the skies as a pilot for the Luftwaffe — or for His Majesty's RAF — and do battle. Choose yourself a name like Algernon, Pirrip or Max and handle such flying myths as the Supermarine Spitfire, the Junkers 87 (Stuka), the Hawker Hurricane or the Messerschmitt 110. From what we're told, *Their Finest Hour* will have photographic realism, smoke, flak and the rat-a-tat-tat of a jolly good dog fight.

If you turn out to be a fighter ace, you'll get the chance to win the Victoria Cross or its German equivalent. Our patriotic ad man here, Wing Commander Thomas Glenister, has been drooling about the prospect, not to mention the Spitfire flight at USG's forthcoming launch: "Dammit, lads," he's told CU Towers, "I'm really going to fly!".

But for those of you whose thrills come disk-shaped, *Their Finest Hour: The Battle of Britain* will be available, we're reliably informed, to pop into your Christmas sock.

X-OUT

They came from the outer regions of Alpha Centauri, built their stations deep under the water and then they attacked the Earth . . . Subaqua jiggery pokery will be onscreen for the festive season with *X-OUT*, Rainbow Arts' latest shoot 'em up.

The superpowers have scraped together their pennies to produce Project Deep Star, a monster submarine with the firepower to send the nasties to their watery dooms. Expect loads of power-ups, extra weapons and very pretty pictures.



THE SEARCH FOR SHARLA



Reminds you of the summer, eh? Thalamus' *The Search for Sharla* takes place, in fact, above a planet which does seem to have an extraordinarily bright sun and twelve moons which reflect its light to boot.

Go a-journeying over the surfaces of the twelve, and underneath them too amongst dungeons and caverns. Each moon boasts a mighty five-hundred-and-twelve characters, which, for those of you of an arcade adventure frame of mind, should make for some in-depth gameplay.

One of the moons, apparently, has pink skies, fluffy clouds and an 'ice environment'. So it's hello ice, hello sky and hello Sharla, when you find whoever Sharla may be.

SKIDOO

"Drive your snow scooter at speeds of up to 180km! Venture through snow forests with mountains! Travel along the snow course which passes through twenty-five villages! Try out the many different courses on your snow scooter. Kill Bambi . . ."

Hold on. It doesn't mention that last bit in our press release, but judging from this screenshot we're all agog as to what the true plot actually is to Coktel Vision's *Skidoo*. "Watch out for hazards along the way . . . It's a matter of skill to survive." The plot thickens.

Will Santa's reindeers be slayed? Find out, perhaps, in CU's Crimble issue.





TONGUE OF THE FATMAN

Now this brings a whole new meaning to fighting the flab. Mondu-the-fat is the none-too-charming host of the Fight Palace, a stadium where all of the oddballs in the Universe slug it out for mammoth amounts of money.

Make no mistake, Mondo may be twice as wide as a London bus, but he's cruel, sharp and you'll have to take him on if you defeat the rest of your opponents.

***Tongue of the Fatman* will be the first of the new crop of releases from Activision's American publishing arm, and will be out on the Amiga early next year.**


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BUZZ

THE FINAL BATTLE



The Final Battle **is the follow up to *The Legend of the Sword*. Free the hero from the cell, rescue your colleagues and go in search of the wizard who you once imprisoned in a tiny tear drop(!).**

From thereon your progress will be assisted or hindered by whichever climate the computer happens to choose. Whether or not this means that you have to equip your adventurer with a barometer, as well as the usual broadsword, the publishers aren't letting on.

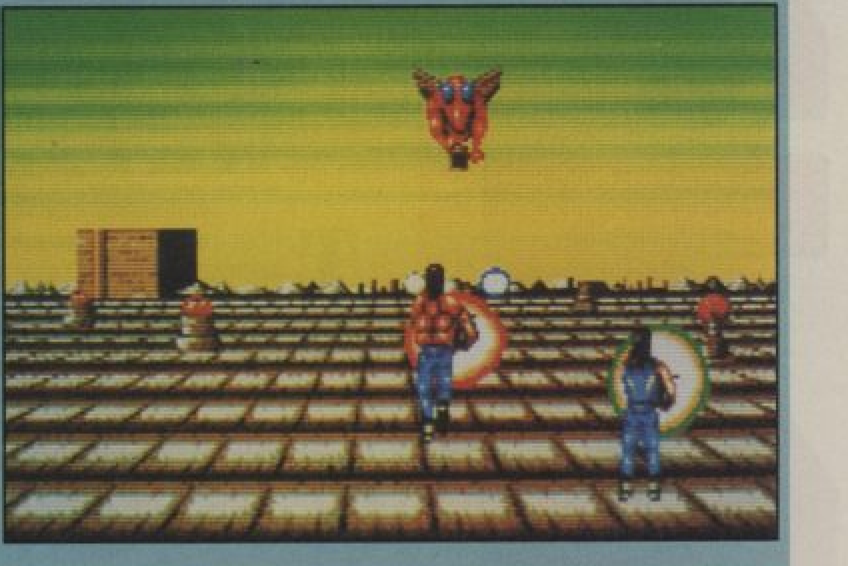
EUROPEAN SUPERLEAGUE



Now this isn't a game for the slight of mind. Those of you who'll be playing this game are going to have to balance training schedules, bolster squad morale and confidence, contend with boardroom politics, a fickle press coverage AND still have to cope with seven other stubborn, opinionated managers. The only people you're not up against are those who don't play football.

***European Superleague*, from CDS, will be with you shortly on both 16 and 8-bit.**

BAD COMPANY



Looks, perhaps, like *Space Harrier?* You, your sidekick and wave upon wave of insectoid enemies have just one thing in mind — the complete destruction of every human being they set their nasty little bug eyes on. You know how to deal with the situation — if it's alien, kill it! Sure beats using man repellant.

This game sounds as subtle as a prod with a pitchfork. And it should be out on the Amiga before you can say — well — 'insectocutor'.

DRAKKHEN



The world was created and sustained by the powerful forces of The Great Dragons. With the death of the last of them came the end of the old world and the dawning of the new. In his agony, the dragon cried out: "Anhak Drakkhen Agnahir Hurdt!".

Verily, the plot may be stuff and nonsense but, judging from the preview at the PC Show, the actual game does seem ever so good.

And you'll be able to judge for yourself when Infograme's *Drakkhen* is released on the Amiga.

BUZZ



MIRROR TO THE FUTURE

Mirrorsoft have an original game that's full of madness, mayhem and magical malarky. *Theme Park Mystery* is a whodunnit-style arcade adventure set in and around the four zones at a Gothic playland.

Somewhere in Future Land, Yesterday Land, Dream Land or Dragon Land lies the answer to the mystery of why the theme park's ex-owner, your grand daddy, has completely lost his marbles. You should have realised. If you inherit a land full of fortune tellers then something decidedly spooky will happen.

Theme Park Mystery, published on the Imageworks label, will be available this winter for the Amiga.

BOOK OF RECORDS LICENCED

Robert Maxwell-owned softhouse, Compact Solutions, has signed up the rights to *The Guinness Book of Records*. The edition will contain the complete fifteen thousand entries plus animated sequences and sound. *The Guinness Book of Records* will initially be available on Apple CD Rom only, but Compact Solution claim that an Amiga version may be a future possibility.

The 1990 edition of the book includes three thousand new entries and Compact Solution has include them all as well as the colour photos. The animated sequences and sound have been especially commissioned and include cartoon versions of the Hiroshima bombing and The Great Plague and the sound of the longest belch on record. Wonder who they sampled that one from?



WET WET WET

Three Suty Satellites have been launched to Create the Sutafield, a protective barrier for the ozone layer. The satellites have been launched from the Fissionchip Science Multiplex. Frogmen use Addictive breathable gas, and meanwhile, The Prism Intelligence Agency are tracking the skies for signs of aliens, who, naturally, are nowhere near as peacable as us Earthlings.

Aquanaut, which is the follow-up to the hugely successful, *The Kirstal*, has been 'co-ordinated' by Michael Sutin, programmed by Fissionchip Software Ltd and is published by Prism Leisure through their Addictive label. Will the manual contain an in joke, we ask?

Let's hope, however, that, this time round, Fissionchip Software won't deem it necessary to program in a soft porn subtext, as one shocked CU journo discovered had happened when he was invited to a preview of *The Kristal*.





COIN-OP DEAL

USG have signed another crop of coin-op conversions. Starting off with Capcom's *Dynasty Wars*, the Brummie softcos have a number of licences to work on, including Sega's excellent *Crackdown*.

And so the first of these games will see you facing the myriad hordes of Chinese, feudal Robber Barons. *Dynasty Wars* is one of Capcom's more recent coin-ops and has been an arcade hit since its release.

Crackdown will be programmed by the *Forgotten Worlds* development team, Arc. The game is progressing well, we're informed and should see the light of day at the end of December. Both *Forgotten Worlds* and *Crackdown* will be available for the Amiga and the 64.

INTELLIGENT LIFE

The Intelligence Men are the newly formed development team who take their name from one of the two Morecombe and Wise movies of the 1960s.

Now it has to be said that the film in question was nowhere near as popular as its small screen equivalent, but that hasn't deterred the embryonic softcos: "It's one of my favourite films," admitted Chief of Intelligence, the plucky Andy Craven. The Intelligence Men seem set to sign their first game *Twenty-first Century Fast Food Blues* to a major software house.

Twenty First Century Fast Food Blues is set in a time when the only building that remains in the City of a Thousand Cheeseburgers is the chain of fast food restaurants owned by the infamous Burgr Barons, overweight controllers of the Planet.

You play one of the last vegetarians on Earth through a variety of scenarios. Your ultimate aim is to hijack a chillicopter and lob a double thick clotted cream bomb into the nuclear oven of the Fries Building. Far too many games have a very thin storyline, but the emphasis here is fat, fat, fat.

This gourmand's game may be coming your way. The Intelligence Men are part of the successful Vektor Graphics group.



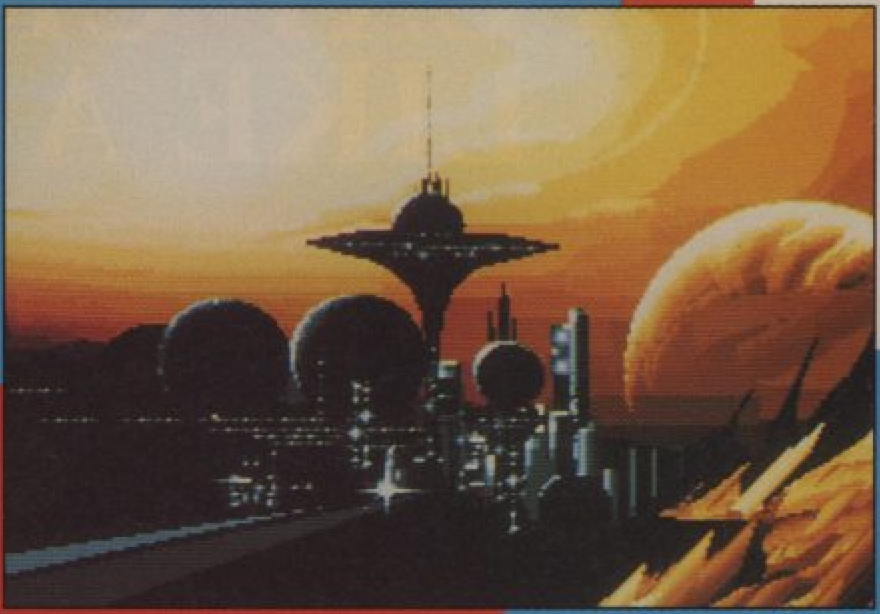
GOLDRUNNER 3D

Microdeal are claiming that this game's revolutionary.

Humans are fleeing from an imminent supernova and, as the pilot of Goldrunner 3, you have to protect them.

Claim Microdeal: "The lead programmer, Russell Payne, spent several months creating the 3D graphics, which incorporates such algorithms as Breshams Line and Circle drawing functions and Cohen-Sutherland clipping procedures and is based around a Homogenous Cartesian spacial coordinate system".

So now you know why it's going to be good . . .



HIGHWAY PATROL 2



After *Outrun Turbo*, *Vette* and *Hard Drivin'* comes le sim. *Highway Patrol 2* is a 3D driving simulator from France-based Infogrames. The plot is pretty basic stuff — you play a cop and you have to catch up with the bad guys' getaway car. You do, however, have the aid of a map, which although isn't something you'd especially associate with a high speed cop, logically is something you'd need.

Highway Patrol 2 will be a multi-perspective game and will be available on all 16-bit formats — to scorch its way into the softshop soon.

SKIDZ

Go down to the streets and take on the town, on either your BMX or skateboard. Your aim is to be the wildest kid in town and the fastest.

The game is played over seven levels and seven days, through the streets, park, canal way, China Town, construction site, beach/boardwalk and the final day's race.

The influences are obvious, but some of the obstacles are new. Take on thugs, muggers, cats and dogs, grannies, pigeons, road workers, skateboards, cyclists, tramps, joggers, plus many more.



RANDOLPH THE ROBOT



OK, so we've heard of Robbie the Robot from "Lost in Space", but who the hell is *Randolph* the Robot? True to the word of Softspeak, he is "a Special Agent, programmed to think as well as blast his way through whatever the growing force of Cyber-Evil will pit against him". We've heard *that* one before.

"Very few games offer both high technical quality and long lasting playability," claims its games designer, Thorsten Meyer. We've heard that one too, 'though judging by its sneak preview here at CU Towers the game ain't half bad.

Randolph the Robot will come out as a two-disk Amiga game in Spring 1990 and is the current project from Hidden Treasures, a new-ish German software group, in whose camp are the guys who worked on many of Logotron's games, *Starray* and *Prospector in the Mazes of MOR*.


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BUZZ

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OUTRUN TURBO

US Gold's *Outrun Turbo* is set to join *Powerdrift, Vette* and *Chase HQ* in the race for the Crimble topspot. Predictably, we're told, it will be arcade perfect and very, very fast.

Certainly, the coin-op was a very slick affair and represented an upgrading of its predecessor by adding 3D and turbo and by changing the route from East Coast USA to The West.

The two main development teams, Glasgow-based Ice for the Amiga, and Probe for the 64, have been working on the game since June 24th this year. The key figures in the Scottish group have been Ian Morrison, who did the conversion of the original *Outrun*, and Martin Caine, who works solely on the Amiga. *Outrun Turbo* will be Martin's first major project.

The game itself has sixteen stages, each of which uses sixteen colours. A number of the special sequences have been taken from the coin-op, amongst them the game over and congratulations screens. The sound, too, has been sampled with the exception of one of the two end-of-game jingles, which Ice describe as originally being "too noisy".

Ice Software haven't been around for too long, but claim that they're already making a name for themselves as being a quick and efficient outfit. They are splinter group formed partly from Probe and prides itself on the principles of quality production and scientific management.

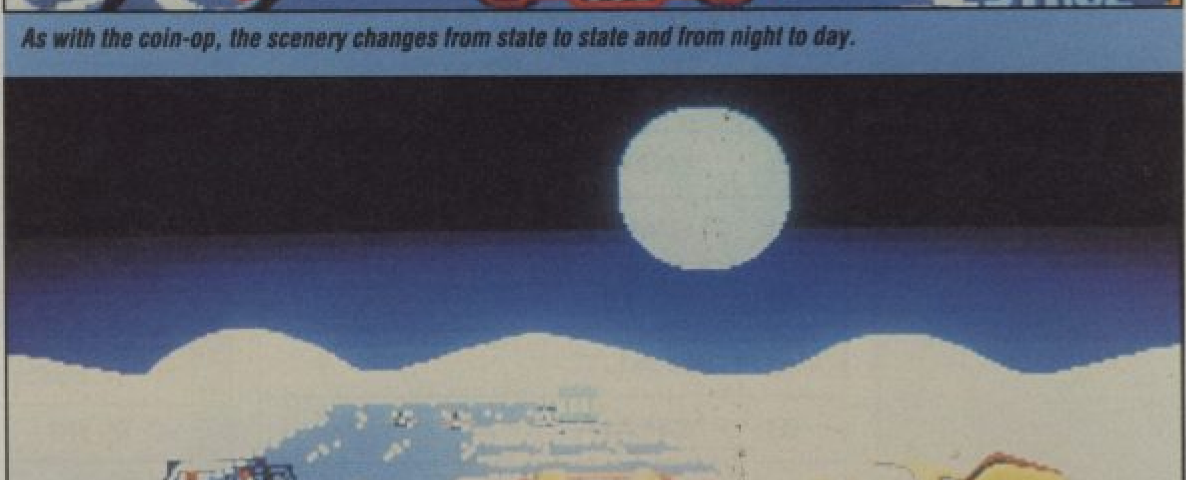
"We have worked closely with Probe," claims Ice's general manager, David Smallwood. "It's in both of our interest to see that our products reflect well on each other. We started out by mapping and screenshotting the coin-op then made all of the material available to Probe."

The Amiga version of *Outrun Turbo* will be available in December and everyone involved is confident that they're come up with the goods. "With the exception of the frame rate, it's hard to tell the difference from the arcade."

CU will find out whether this claim is true. The Amiga version of *Outrun Turbo* will be out in December.



As with the coin-op, the scenery changes from state to state and from night to day.



CHARTS

REVIEWERS CHOICE

Mike Pattenden: ***Tintin (Amiga), Interphase (Amiga), Kick Off (Amiga).***

Steve James: ***Damocles (Amiga), Batman (Amiga), North and South (Amiga).***

Mark Patterson: ***Dogs of War (Amiga), Batman (Amiga), Star Command (Amiga).***

ADVENTURE CHART

TM		
1	WAR IN MIDDLE EARTH	MELBOURNE HOUSE
2	BARD'S TALE	ELECTRONIC ARTS
3	HILLSFAR	US GOLD
4	WEREWOLF OF LONDON	V/MASTERTRONIC
5	REBEL PLANT	AD'SOFT/US GOLD
6	SNOW QUEEN	MOSAIC
7	PRICE OF MAGIC	LEVEL 9
8	LORD OF THE RINGS	MELBOURNE HOUSE
9	KILLED UNTIL DEAD	US GOLD
10	GNOME RANGER	LEVEL 9

TEN FOREIGN COUNTRIES WHICH RATHER LIKE CU

1)	AUSTRALIA
2)	NORWAY
3)	SWEDEN
4)	HOLLAND
5)	ITALY
6)	SPAIN
7)	WEST GERMANY
8)	DENMARK
9)	SWITZERLAND
10)	BELGIUM

AMIGA CHART

TM	LM		
1	NE	XENON 2	MIRRORSOFT
2	NE	POPULOUS — PROMISED LANDS	ELECTRONIC ARTS
3	NE	F16 COMBAT PILOT	DIGITAL INTEGRATION
4	NE	BLOODWYCH	MIRRORSOFT
5	1	NEW ZEALAND STORY	OCEAN
6	4	POPULOUS	ELECTRONIC ARTS
7	2	ROBOCOP	OCEAN
8	5	KICK OFF	ANCO
9	3	FALCON MISSION 1	MIRRORSOFT
10	15	HONDA RVF	MICROPROSE
11	8	FALCON	MIRRORSOFT
12	NE	SHADOW OF THE BEAST	PSYGNOSIS
13	7	TEST DRIVE 2	ACCOLADE
14	10	RICK DANGEROUS	RAINBIRD
15	NE	PASSING SHOT	MIRRORSOFT
16	11	INDIANA JONES — LAST CRUSADE	US GOLD
17	NE	VIGILANTE	US GOLD
18	6	LOMBARD RAC RALLY	DATABASE/MANDARIN
19	9	GRAND PRIX CIRCUIT	ACCOLADE
20	14	FORGOTTEN WORLDS	US GOLD

C64 CHART

TM	LM		
1	1	CRAZY CARS	HIT SQUAD
2	3	PITSTOP 2	KIXX
3	NE	BATMAN — THE MOVIE	OCEAN
4	11	INDIANA JONES — LAST CRUSADE	US GOLD
5	5	ROBOCOP	OCEAN
6	9	NEW ZEALAND STORY	OCEAN
7	4	YIE AR KUNG FU	HIT SQUAD
8	8	SUMMER GAMES	KIXX
9	6	ENDURO RACER	HIT SQUAD
10	2	GREEN BERET	HIT SQUAD
11	NE	BATMAN — '88	OCEAN
12	20	SPITFIRE 40	ALTERNATIVE
13	NE	RICK DANGEROUS	RAINBIRD
14	17	DRAGON NINJA	OCEAN
15	NE	APB	DOMARK
16	10	1942	ENCORE
17	NE	TOP GUN	HIT SQUAD
18	NE	TREBLE CHAMPIONS	CHALLENGE S/WARE
19	7	SCOOBY DOO	ENCORE
20	NE	EMLYN HUGHES INTERNATIONAL SOCCER	AUDIOGENIC

BUSHIDO
THE WAY OF THE WARRIOR

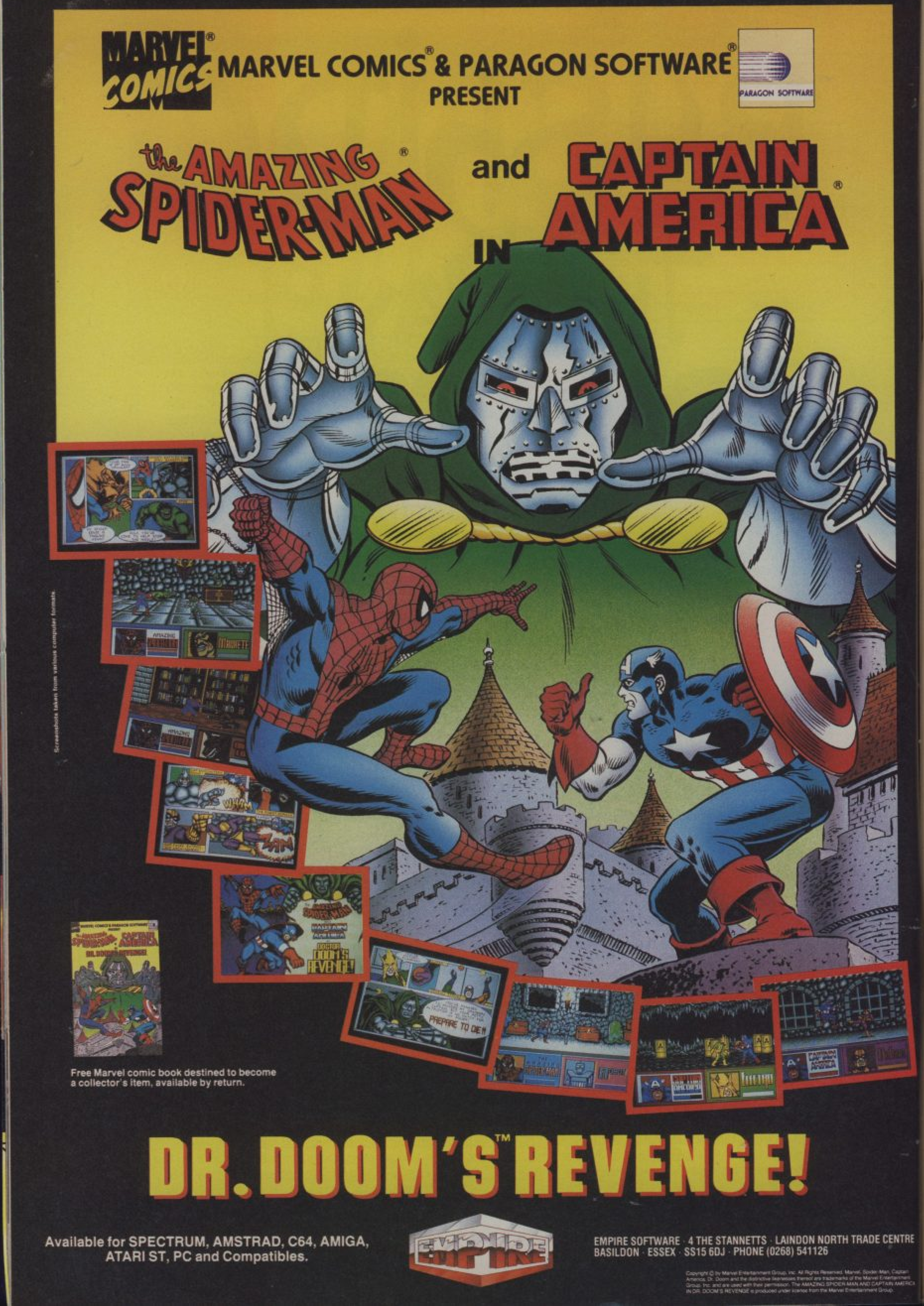


Bushido, the Way of the Warrior, is a new action strategy game set in feudal Japan. The leader of one of the largest clans has entrenched himself in a well guarded fortress. Large scale attack has already failed and it is your task to infiltrate this fortress with a single man and thus regain control of the area.

At your disposal are several characters, ranging from a monk to a Samurai warrior. Each has his own special qualities, from sheer strength in hand-to-hand combat, to guile and cunning. Your warrior does, however, have a magical belt which can transport him back to base and safety if his life is severely endangered. Once there he can re-train the extra skills needed and attempt another assault on the fortress.

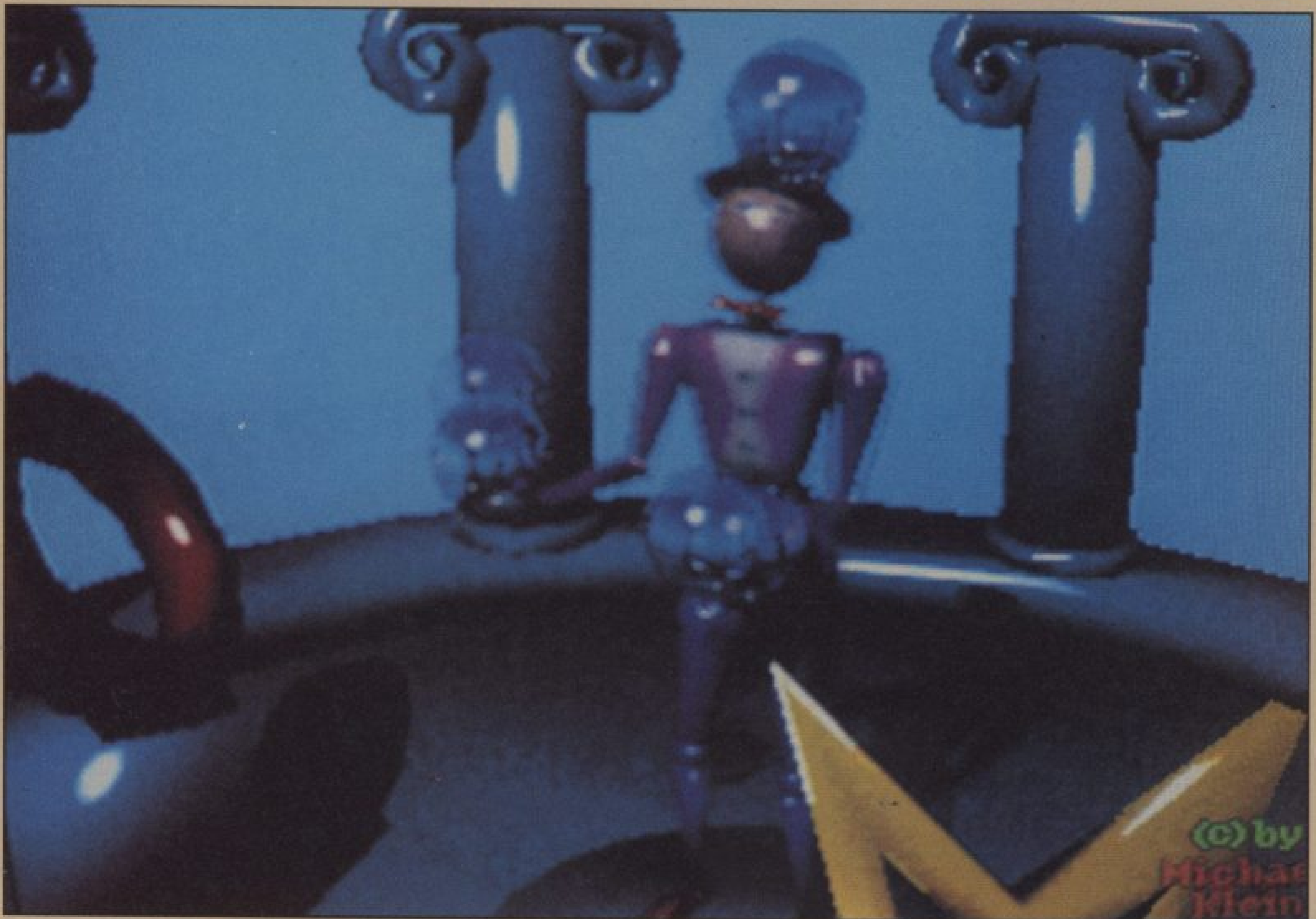
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DEMOS



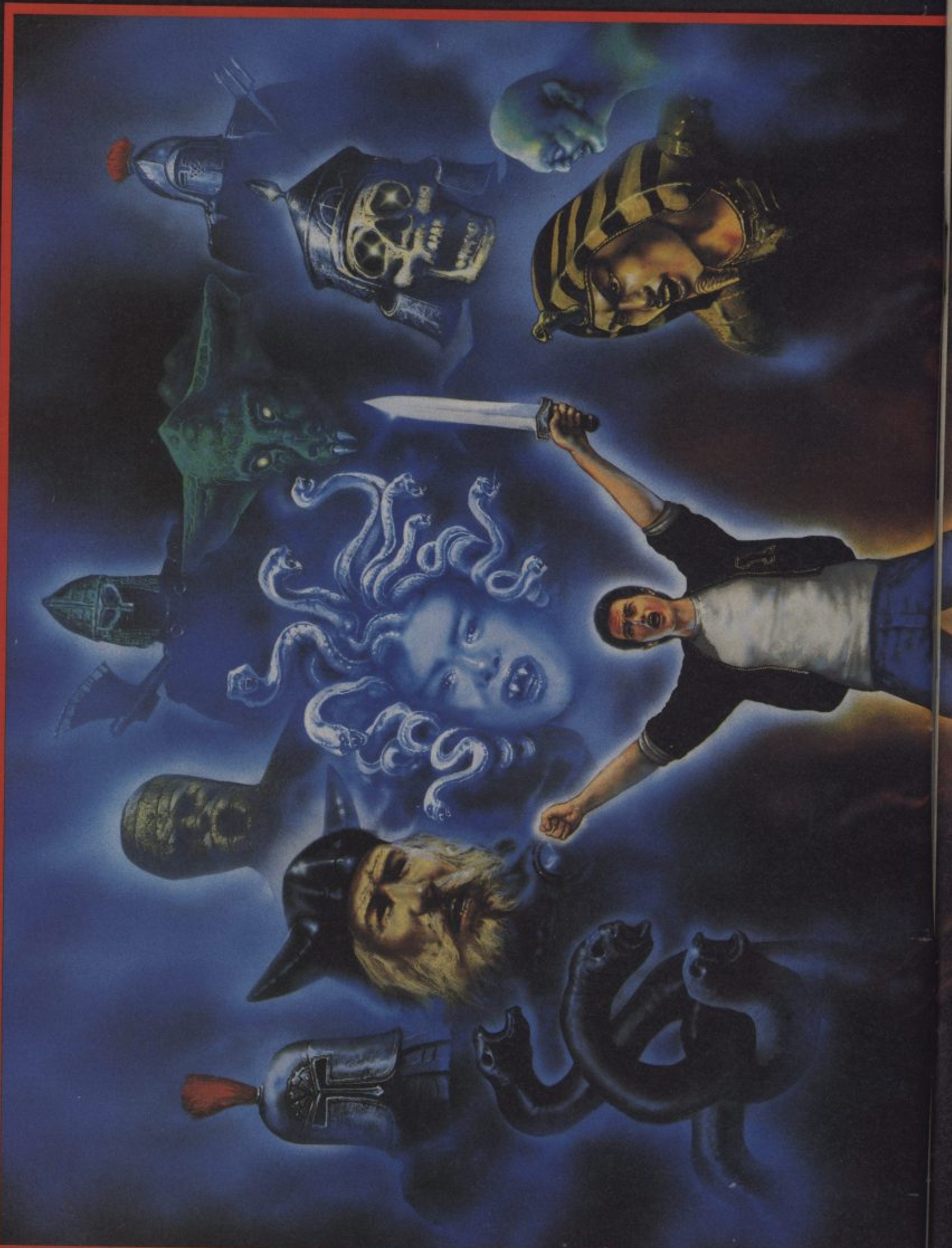
Not enough happening out there in cracking land to warrant a double page again this month. We can't believe that especially with the PC Show just past and the Commodore Show to come. Are you scared of a slagging or what? Thanks to Seventeen Bit for the juggler demo. If you want to see your work printed send your disks to Demos, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. A pause option is dead handy for screen shots too. There's a prize for Demo Of The Month if it's send direct.

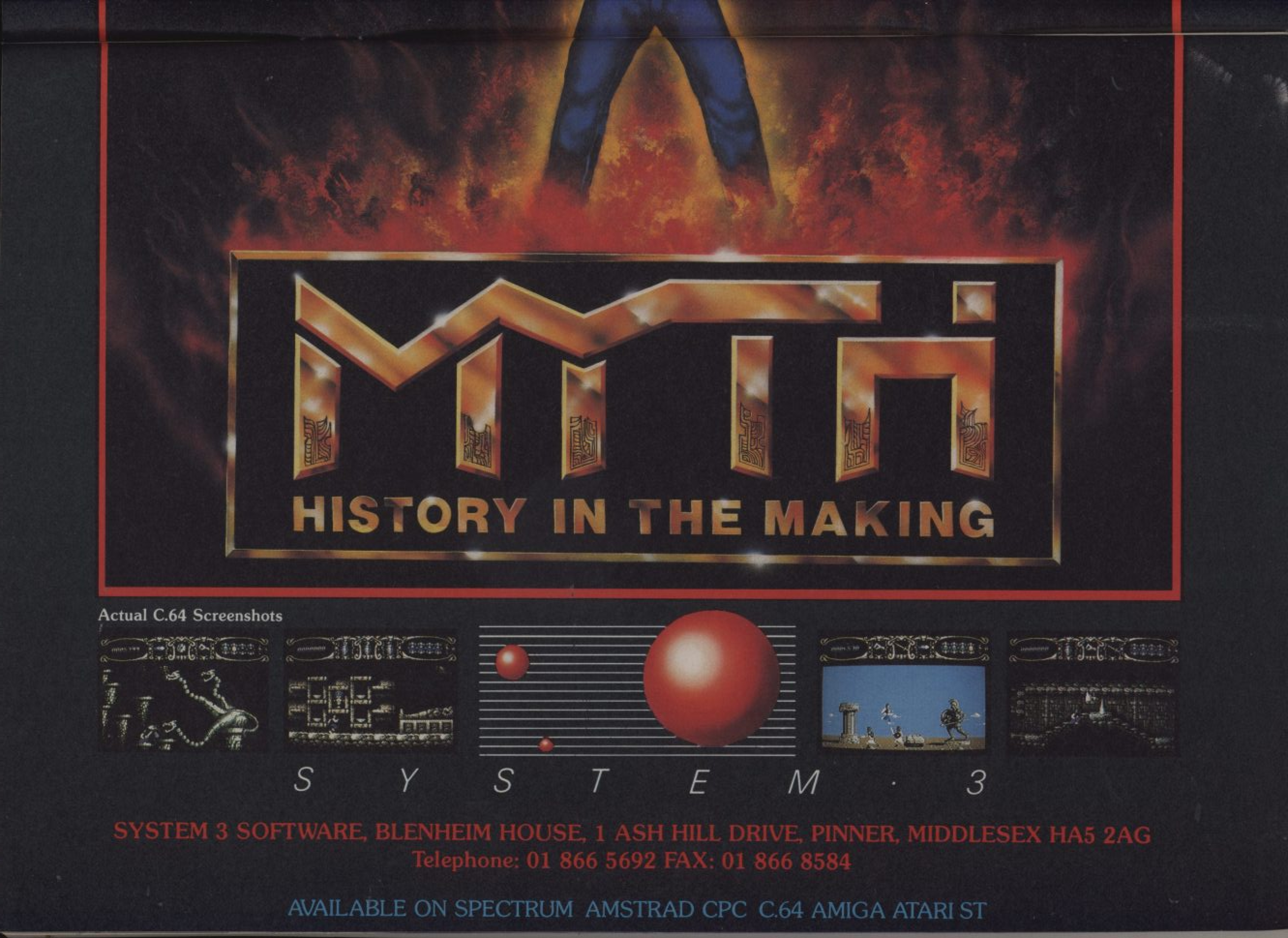
JUGGLER: A variation on the old Amiga theme, drawn by Michael Kline and coded by Eric Graham using Byte By Byte's Sculpt 3D package. The jogger (below right) uses the same technique.

BATMAN: The first and only batdemo so far. This one's from Sweden's D MOB and it's a music mix. There's got to be more.








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CU DEM



AMIGA

ECO

Ocean's first 16 bit release offered gamers one of the biggest challenges they've ever faced. It simulated an entire 3D ecosphere and then asked them to evolve from the lowest form of life to the most intelligent. Now you can play the game of evolution free with CU.

INSTRUCTIONS

Each game of *Eco* is different. The computer randomly selects a world from a vast range of planets with different populations and weather. You begin with a simple insect creature.

The first priority is to find food to sustain the insect's energy. This allows it to mature and grow. Once it has matured it can find a mate to reproduce. The result is an offspring which is also genetically different from its parent. It has moved a stage up the ecological ladder. Each stage of reproduction allows the player to unlock a gene. Unlocking eight genes allows the player to evolve to the highest level of all.

CONTROLS

The game is controlled via mouse or keyboard. The creature can be controlled using the joystick or by activating the joystick control icons with the mouse. When the creature dies and decays the simulation continues until one of the skill icons is selected. Well life does go on doesn't it?

MENU

A set of icons are displayed at the beginning of each game: HELP — displays keyboard functions; WORLD ICON — creates a world and begins the game; MUSIC — selects music; SOUND — selects sound.

GAME SCREEN

The view of your creature can be modified using the following keys: UP ARROW: moves view closer; DOWN ARROW: moves away; LEFT ARROW: rotates view left; RIGHT ARROW: rotates view right; F1: moves view up; F2: moves view down; DEL: rotates angle of view behind the creature.

The bottom half of the screen shows from left to right: RADAR: shows proximity of other creatures; CLIMATE INDICATOR: shows current weather conditions; JOYSTICK: shows functions available with joystick; JOYSTICK AND FIRE: shows features available with joystick and fire depressed; FOOD: this sends you in search of food; REPRODUCTION: this only displays once you are fully grown and legally able to have sex with other consenting insects; AGE: skull height indicates expected lifespan. Flame height indicates expected lifespan. Flame burns quick when more work is done. When flames reach the skull the creature is dead; GENETIC CODE: shows in greek letters the creature's genetic code.

GENE DESIGN SCREEN

When the player reproduces the main screen is replaced by the gene designer. This displays an enlarged version of the genetic code indicator, three different views of the offspring, an information box, and several icons.

Eight genes control the appearance and behaviour of all the organisms in *Eco*. Many of the genes interact and effect each other in complex ways. The genes that can be altered are indicated by a small key symbol. To change a gene point at it with the mouse, hold down the left button and drag it to a new position, or select the dice icon which selects a unlocked gene at random. An exit icon at the bottom of the screen switches play back with the new infant creature installed.

THE LOST PATROL (PLAYABLE DEMO)

With the idea of interactive movies firmly installed in everyone's imagination, the games buying public is hungry for more. We've seen Kurosawa epics, heard about B movie beasties, but what better topic for the treatment than Vietnam. Already a movie genre in its own right with a mass of films ranging from John Wayne's propaganda shlock 'Green Beret' to classics like 'The Deerhunter', and 'Apocolypse Now'. More latterly there's been 'Platoon', 'Full Metal Jacket' and an endless string of made for video pulp. *The Lost Patrol* aims to be the first 16 bit 'Nam movie, and Ocean's demo is a chance for you to see the trailer and get a taste of the action.

Gameplay hinges on your leadership qualities plus your ability to deal with the pressures of jungle warfare. You have to learn the techniques used in fighting a war often waged against an unseen enemy.

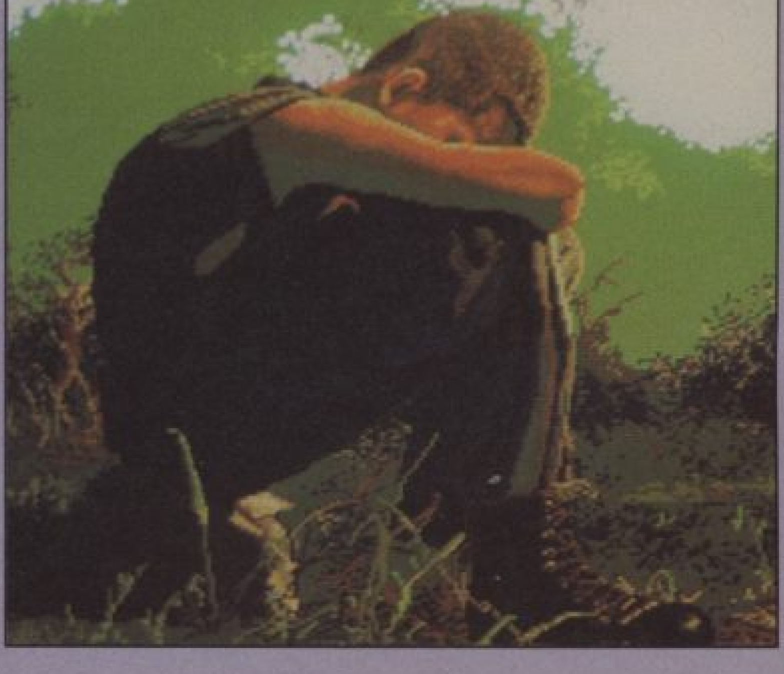
Programmed by Shadow Development, the game has been nine months in development. It's unearthed a brilliant new graphics artist in Ian Harling, since this is his first project.

ICONS

1. The grid icon is used to show the visible terrain around your position.
2. "M" icon takes you to the morale screen where the strength, injuries and morale is detailed. Scouts (or pointmen) and lead men can also be set from the screen.
3. The compass icon is used to move your team in whichever direction you decide; clicking up on the centre of this icon reveals a menu and you decide the speed at which to move. Examine the terrain closely!
4. Scroll map using arrow keys. Release from this mode using the left mouse button.
5. Various actions can be accessed by using the right mouse button on the menu bar above the text slot at the bottom of the controls. The food you issue to your men and whether you rest, dig-in, or merely search the area will be governed from here.

GRENADE ARCADE SECTION

You are pinned down by machine gun fire! Use grenades to destroy the enemy's position.



OLITION II



Two great games and two great demos. Not bad, eh? But now that you possess them you'll need some instructions . . .

C64

POWER DRIFT — (PLAYABLE DEMO)

Undoubtedly one of the biggest arcade hits this year has been Power Drift. It's a classic mix of off-road racing and, ahem, hard driving.

The game lets you choose from among twelve drivers over five courses. Each driver has his own personality. There's Jason the skinhead who's given to making offensive gestures as he overtakes, or a Mr T lookalike who shakes his fist, a sultry blonde and a yuppie.

Where most racing games tend to be set in grand prix-like courses, *Power Drift* transports the competitiors to a bizarre wooden roller coaster contraption. The effect of racing at high speed is much like a funfair ride after several pints of cream soda and five hot dogs.

The 64 version is being programmed by Chris Butler who was responsible for major hits like *Space Harrier, 720°* and *Thunderblade*. Chris' trademark is high speed scrolling and this is probably his fastest game yet.

INSTRUCTIONS

Load the cassette as normal. When game has loaded you can race through one section of the game. Use joystick to steer left and right. Forward and back to speed up and slow down. Fire changes to high and low gear. Well no surprises there, so off you go . . .



RAMPAGE

One of the better coin-op conversions over the years, *Rampage* was a CU Screen Star when it appeared in the Christmas of '87 and now it's yours free with this month's issue.

INSTRUCTIONS

The concept behind *Rampage* shines with beautiful simplicity: destroy everything. In the best Hollywood monster tradition you (and two other players) can take control of huge beasts and run amok through 50 American cities.
The idea is simply to inflict as much damage as possible whilst sustaining as little. Eating inedible items such as toasters and TVs will inflict damage as will being shot by troops. Damage is indicated by the energy bars at the top of the screen. Leap off buildings before they collapse, being caught in the masonry will result in further energy loss.

CONTROLS

Players with joysticks use the four directions and the fire buttons. A third player can use the keyboard (see table below). Left and right enable the monsters to walk across the screen or rooftops and up and down allows them to climb and descend buildings. Pressing fire on its own makes the monster jump. Pressing fire whilst pointing in a direction throws a punch or makes a monster grab.

KEYBOARD: LEFT < RIGHT ? UP @ DOWN : FIRE =

If you couldn't get a copy of the mag with a disk on just cut out this coupon (no photocopies, please) and send it together with £1.00 to: CU ECO Disk, EMAP Premium Sales, 14 Holkham Road, Orton, Southgate, Peterborough, PE2 0UF. Deliveries should take 28 days, but those who have problems should phone 0733 237111. Please don't phone CU! UK Offer only.

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Overseas Readers

WIN £500 OF SOFTWARE

Salut! Wie geht es? Gdday! Ciao! Hola! Hëir är läget?

Never mind 1992, we Brits are ready to go European right now! CU is breaking down those national barriers with a competition for overseas readers only. We frequently receive letters from foreign readers saying our competitions aren't open long enough for them to take part. Well this one's for you!

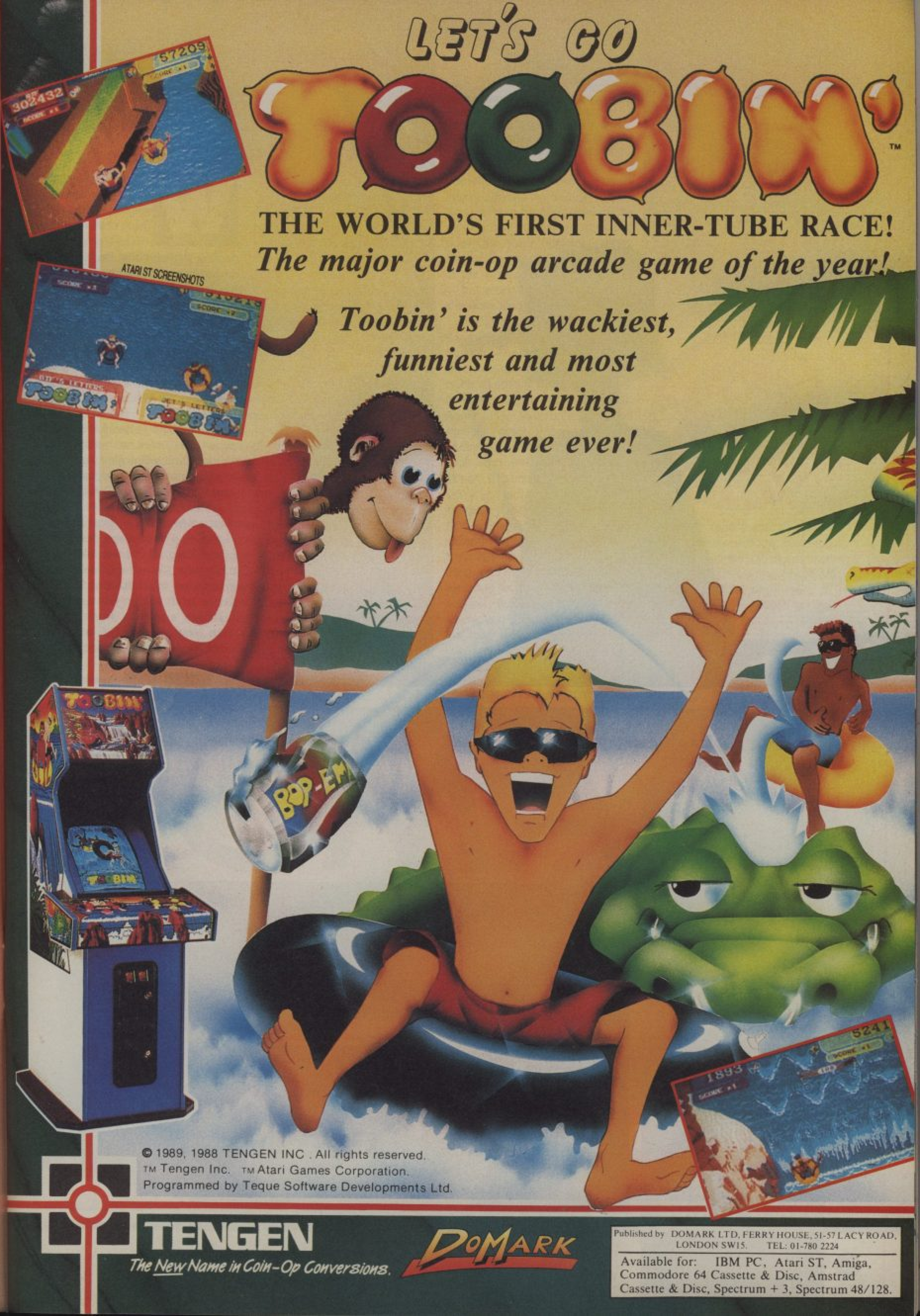
We're offering you the chance to win £500 of free software just by answering a few easy Euro flavoured questions. The money is divided up into sections: 1st prize = £250, 2nd prize = £150, 3rd prize = £100. That's software at UK prices too!

CU Compo

How do you win? Just answer three of our typically easy questions:

1 What artificial language was designed in 1887 to allow people of all nations to communicate?
2 Where is the European Court of Human rights?
3 Who won the European Cup (soccer) last season?

Send your entries, together with your name and address, stating your age, and the computer you own to CU Euro Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, England. This competition is only open to overseas readers. To qualify you must have an address outside the *United Kingdom*. The competition closes on January 1st to give everybody between here and Oz a chance to receive the mag and return their entry.



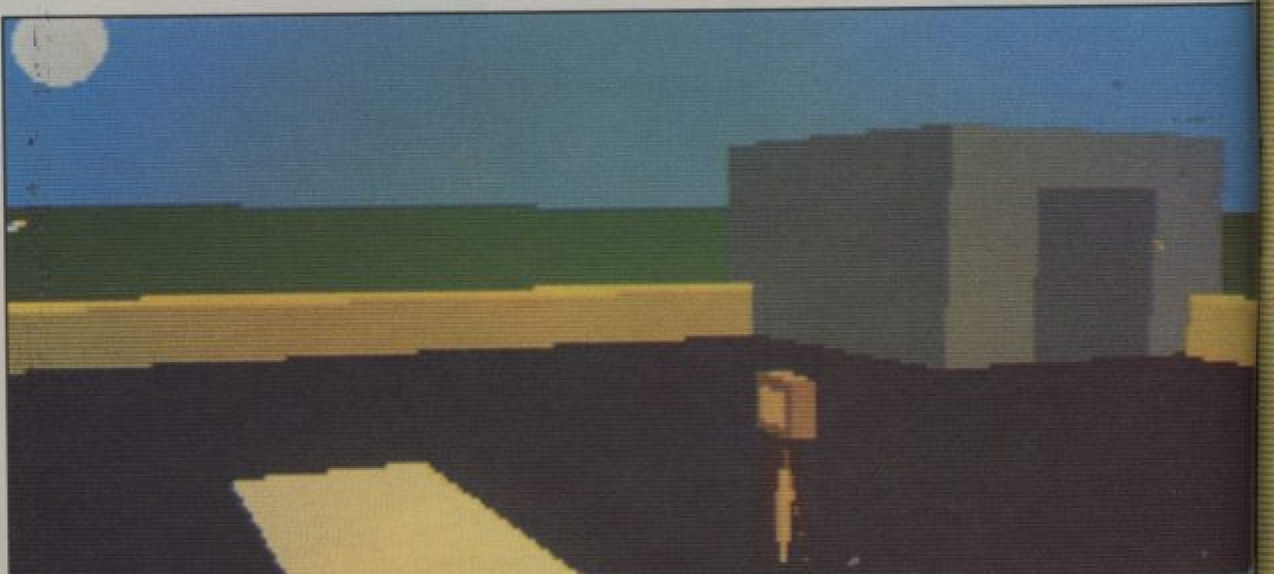
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When the sun Dialis slips out of sight on the far side of the planet Eris — an unsuspecting Erisian could be forgiven for believing that all was well with the universe — such is the beauty of the spectacle. The Oceanic world of Eris is populated by nine islands with the inhabitants living in single city states. Almost all of its surface is water — making it glow like a giant sapphire as it resides in the fifth position in the Gamma Galaxy. But a catastrophe is about to befall Eris. The comet Damocles is hurtling towards it and will collide in a few short hours unless you can prevent it from doing so. But how?

Damocles is the sequel to the classic *Mercenary* — in which the player had to escape from the planet Targ. *Damocles* takes up the story after the player has succeeded in completing all the tasks and earned enough to purchase a ship to escape from Targ. You can enter this achievement, and anything you brought

DAMOCL



A camera sits atop the Parliament building — but what is it looking at?

Novagen
Price: £24.95

with you from Targ, into the sequel and continue with the adventure. If not, don't worry, as the game stands alone.

One thing *Mercenary* veterans will be ecstatic about is that Benson is back. Benson is a Ninth Generation PC, a helmet-mounted computer, who soon becomes more of a companion than a mere computer as you explore the nine planets and the nineteen moons that surround the star Dialis. Benson has a wry wit, but is no mere joker as he will provide you with lots of clues as to where to find certain objects that you will need to complete the mission.

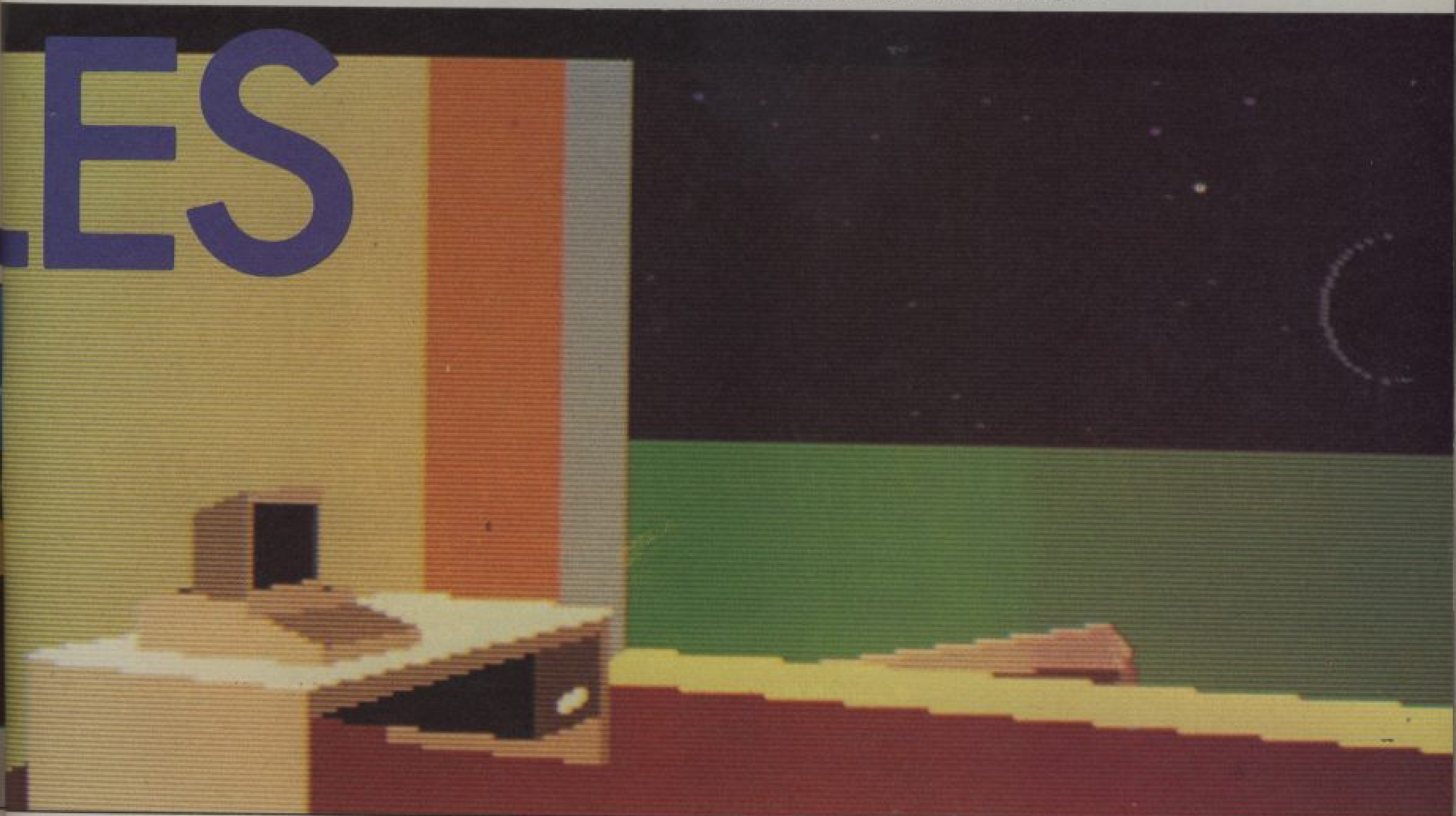
Although, superficially, *Damocles* resembles the Amiga version of *Mercenary* — in the gameplay department it is very much more sophisticated. This has been greatly improved by the control you have over the objects that you can collect. You can actually use them to carry out tasks — rather than just placing them in the correct location, as you did in *Mercenary*. When you select an item it appears in the Damocles window at the centre of the control panel — together with instructions on how to use it. Novagen are not giving much away about these objects, as their selection and use is central to the main task of stopping that comet — by whatever method you can. One of the items, however, is the camera. One of the neatest bits of design that this increasingly popular type of Amiga game has seen in a long time. You can control certain objects remotely. This means if you cannot prevent the comet crashing into Eris — stick a camera on one of its moons and watch the fireworks. Similarly if there is anything else you want to keep an eye on — you should go get the camera and set it up. A spin-off benefit that has resulted from the work that went into developing the camera is that you can also take remote control of the ship. There is no major benefit in terms of the overall objective of the game — but it sure is fun. Fly around buildings — under bridges — take a few pops at things, it makes for excellent light relief

The sun sets on Icarus as the energy-giving windmill slowly turns. You can go inside the windmill to see how it works and see what you can find in there.

from the main business of attempting to prevent the demise of Eris. You can take remote control of the various land vehicles — speeding down the road networks in the Damocles cities. Again, not quite in the *Continental Circus* league — but as incidental entertainment it is unrivalled.

Intelligent life is found on all of the planets in the Gamma Solar System — and you will have to visit them all, and explore all of the cities, searching buildings for useful objects if you are to save Eris. Again these structures represent another great improvement on *Mercenary*. Many of them are vast, like the Space Station, Parliament building, Lawson's Bank (I kid you not, they charge 15% interest), or Hathaway's Wine Bar. A map room will provide useful information on getting around them but it doesn't tell you everything, and there is lots of good 'ol exploring for you to do. One of the neatest buildings is the shop where you can place an item in the shop window, walk out of the shop, around to the front and see that same object exactly where you left it in the window. Knowing the value of commodities is crucial in *Damocles* as trading is just as vital to success as it was in *Mercenary*. Don't expect to find everything you need — some things have to be paid for in hard cash.

Would you trade a pressure suit for a computer?

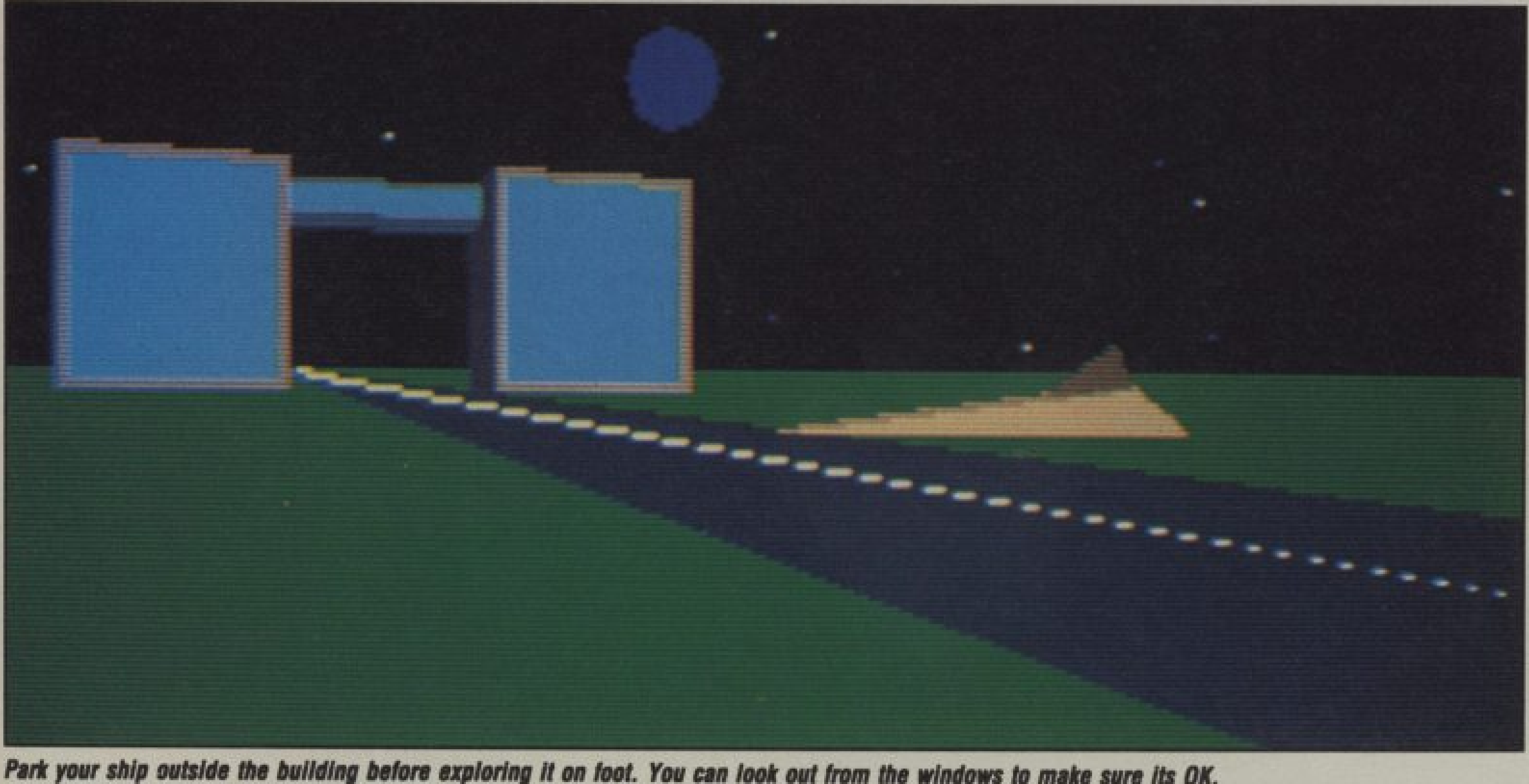




Just two hours until Damocles crashes into the planet Eris.

DAMOCLES

COMMODORE USER SUPERSTAR



Park your ship outside the building before exploring it on foot. You can look out from the windows to make sure its OK.

A good deal of puzzling is required to destroy the comet — as is a close eye on the various timer controls. There is a lot to do to win, and not an awful lot of time in which to do it. A good deal of thought has gone into the timing in *Damocles* — which adds to the overall feel of the challenge. Novagen have weighted the various speeds of travel (near-light speed between planets) against the real-time clock which is ticking down all the time the game plays. Real time on the control planet clock represents the time left before the comet crashes into Eris. Just a few short hours. This doesn't mean you have to play the game for hours on end. There is a useful quit game and save option to let you pause and then restart whenever you like.

The heart of the gameplay in *Damocles* is in the puzzle element — the challenge of trying to prevent the catastrophe. Just as in *Mercenary*, any player worth his salt won't want to quit until they have escaped from Targ. The same is true of *Damocles* — but again just like *Mercenary*, there is stacks of fun to be had along the way, in exploring, using objects, and travelling through the graphically delightful Gamma Solar System. The sunsets on a variety of planets are splendid — and as well as this they are all performing mathematically accurate in terms of their geographical relationships to each other. This all contributes to creating a world which is entirely plausible from which ever angle you choose to explore it. Sure this has been done before — in things like *Dark Side* and, to a lesser extent in *Star Glider II*, but it has not yet been done as well.

Amiga gaming at its very best.

Eugene Lacey

SOUND	**89%**
GRAPHICS	**93%**
PLAYABILITY	**93%**
LASTABILITY	**94%**

94%

CU Compo

You can take some pretty spectacular pictures with the camera in *Damocles.*

Well, Novagen, the publishers of the game, have come up with the goods and are giving away a camera — and pretty spectacular it is, too.

The Olympus AX-300 Super Zoom camera has been awarded the prestigious accolade of European Compact Camera of the Year. It power zooms in and power zooms out — automatically. Great for taking panning shots.

So it's back into space for this month's questions:

Which famous horror actor played the Doctor in the two Dr Who movies? Was it

A) Christopher Lee?

B) Peter Cushing?

C) Boris Karloff?

Star Trek's Engineer Scott often witters on about certain types of energy crystals. Is he referring to . . .

A) Dilithium crystals?

B) Titanium crystals?

C) Sub-plutonic crystals?

Who or what were the Clangers?

A) The clips you see in "It'll be alright on the Night"?

B) Bellringers from Mars?

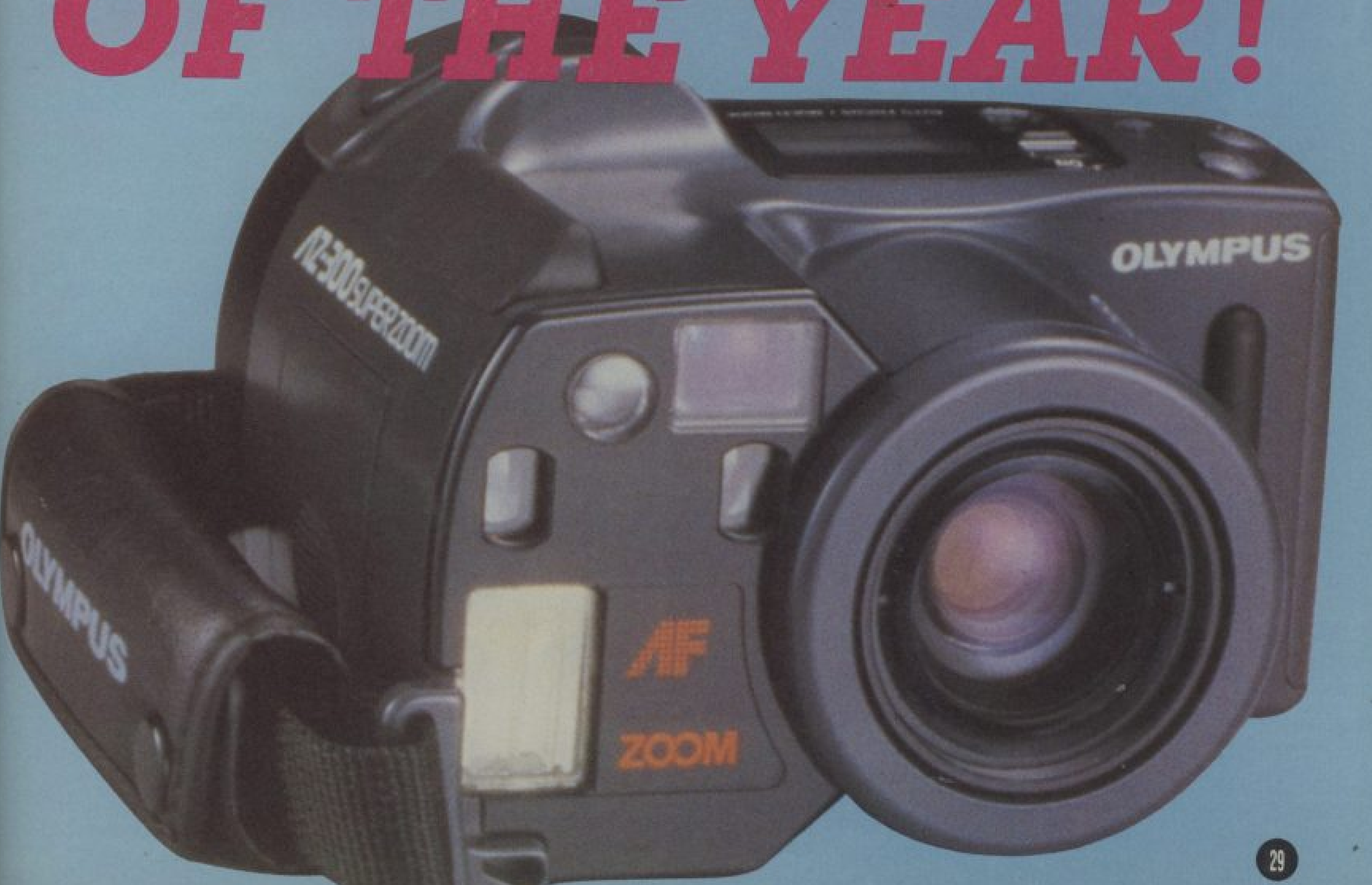
C) Puppet space creatures who whistle like the Deputy Editor?

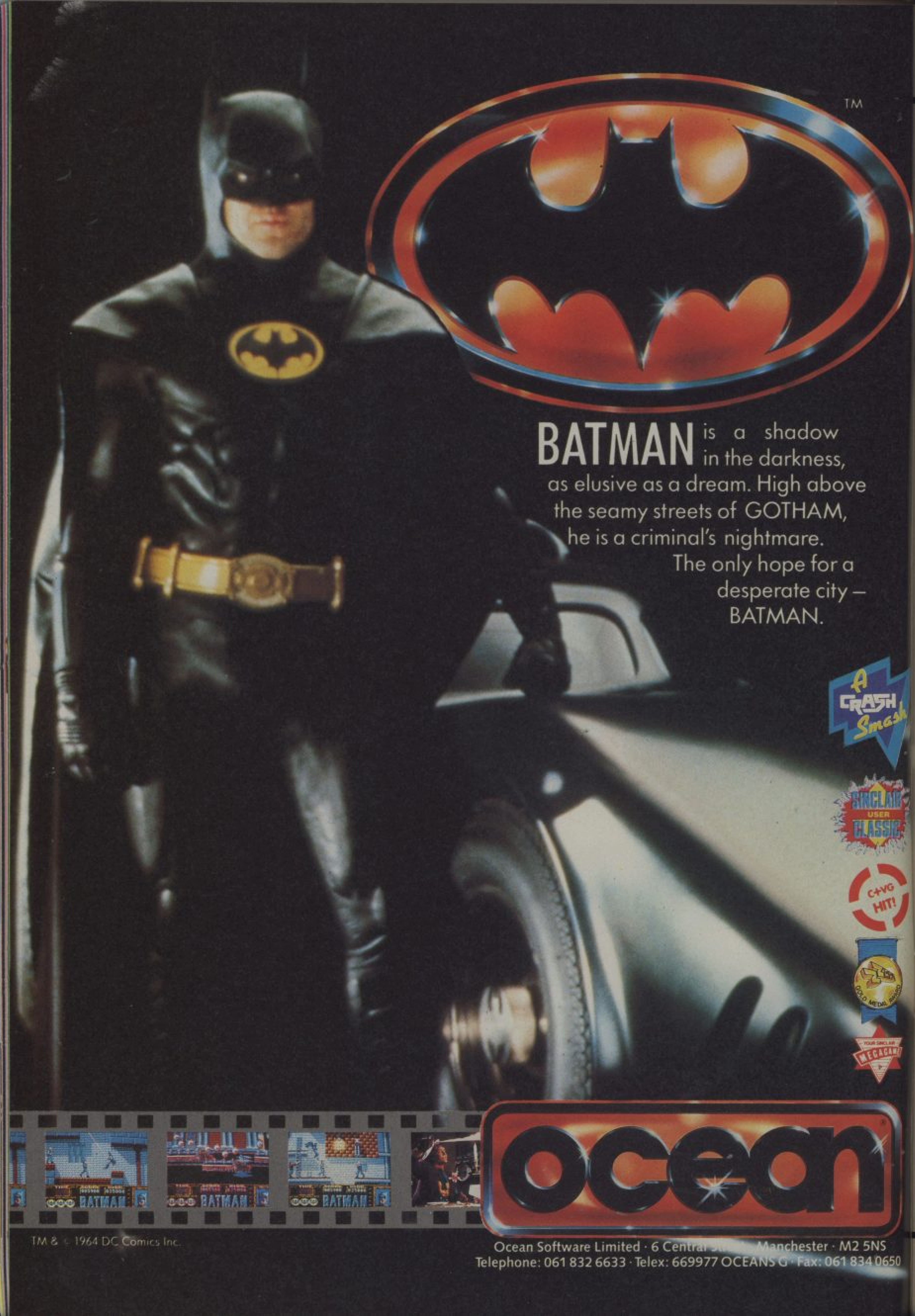
And, finally, this one's topical.

What is the name of the Soviet news agency which recently gave confirmation to a UFO sighting in Russia?

Answers to arrive no later than 24th November to: CU Camera Compo, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Twenty runners up will each win a Novagen sweatshirt.

WIN THE CAMERA OF THE YEAR!

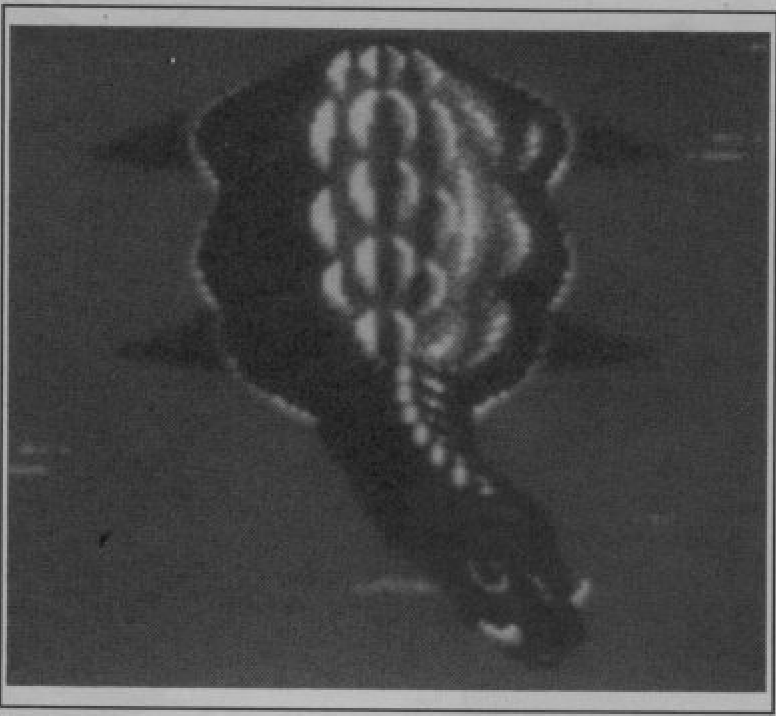




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DRAGON SPIRIT

Time for a bronto-burger.



The valley before Time.



Dragon Spirit is one of those little-known arcade games which came and went without too much fuss, although it went down well with almost everyone who played it. *Dragon Spirit* then resurfaced in Japan as a very successful PC Engine game, and now it's over here on the Amiga.

At first glance, the coin-op doesn't appear as anything more than your standard vertically scrolling shoot 'em up — kill the bad guys and collect the weapons. It's not until you sit down to some serious gaming that you really find out how good it is, but it has to be said that the Amiga version does lose out in translation. The original's strength was its fast graphics and quantity of weapons. The armaments are there but the speed has disappeared. Each level contains a variety of mythical dragons, pheonix's, to name but a few. Once again, there's the standard end-of-level foe to defeat.

You power up by collecting pods. These cause you to wierdly mutate. You can get three heads, breathe fire, gain electric shields. Wow! Unfortunately, some of this does you more harm than good — one thing in particular reduces your dragon to a pigmy sized with homing missiles which wears out leaving you unarmed.

The graphic conversion of *Dragon Spirit* is near to arcade perfect, but it's not until things actually start happening that you realise how sluggish the gameplay is. The graphics are neither complicated or overly large, so why does it play so slowly?

Apart from the lack of speed *Dragon Spirit* is still a good game and a good shoot 'em up, though there are slack periods when you wonder if something is missing.

It also seems like a good opportunity to make a contribution to the Amiga/PC Engine debate: having now played both versions of the game I can conclusively reveal that the PC Engine version is head, shoulders and ankles above the Amiga's graphics, speed, colour and sound. So there you go — a good game which falters in the conversion.

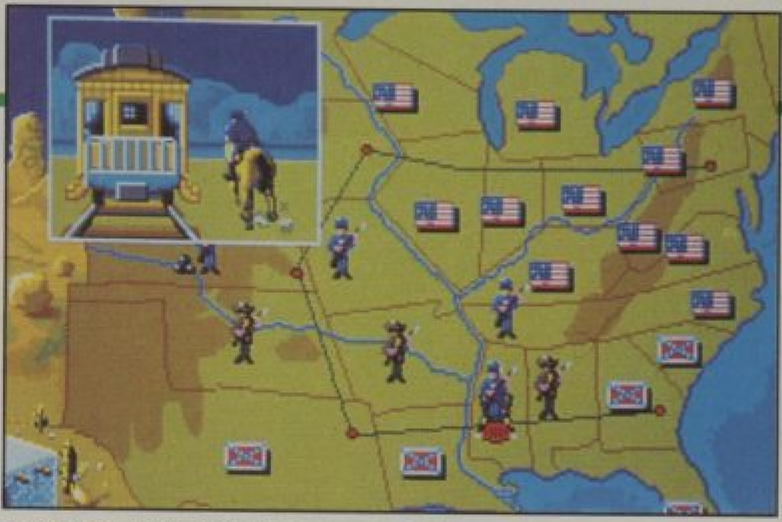
Mark Patterson

Domark
Price: £19.95

SOUND	**69%**
GRAPHICS	**74%**
PLAYABILITY	**77%**
LASTABILITY	**76%**

75%

NORTH & SOUTH



Looks like a train hopping sequence coming up.

The American Civil war started in April 1861 when the southern — or Confederate — states decided to withdraw from the union with the northern — or Yankee — states in protest over the abolition of slavery. Eight years of bloody battle followed.

More recently, however, the TV mini-series North and South has gone down a bomb in France (as 'Les Bleus et Les Gris'), and I've a sneaking suspicion that Infogrammes' game has been more than a little inspired by it.

North and South gives you the once in a lifetime opportunity to relive in a wildly comical way the infamous interstate battles between the Union and the Confederates.

The main game is a map of the USA, divided up into two dozen large areas. Each of these areas can be one of four types: empty, Confederate owned, Union owned or occupied. Running through the map is a railway line with four stations. Dotted around the map at the start of the game are two Confederate armies and two Union armies. The idea of the game, like 'Risk' is to capture all the states on the map, or alternatively kill all the enemy soldiers on the map.

The game works in turns. At the start of a turn, all your occupied spaces flash. You can move all the troops in each occupied state, one space in any direction. If you try to move into occupied territory, you then have to do battle with the enemy.

As you move around occupying land, there are one or two things you must remember to do. Firstly, if you capture all the states between two stations on the railway line, the train will come along, carrying gold from station to station. With that gold you can buy new armies to replace all the old tired ones.

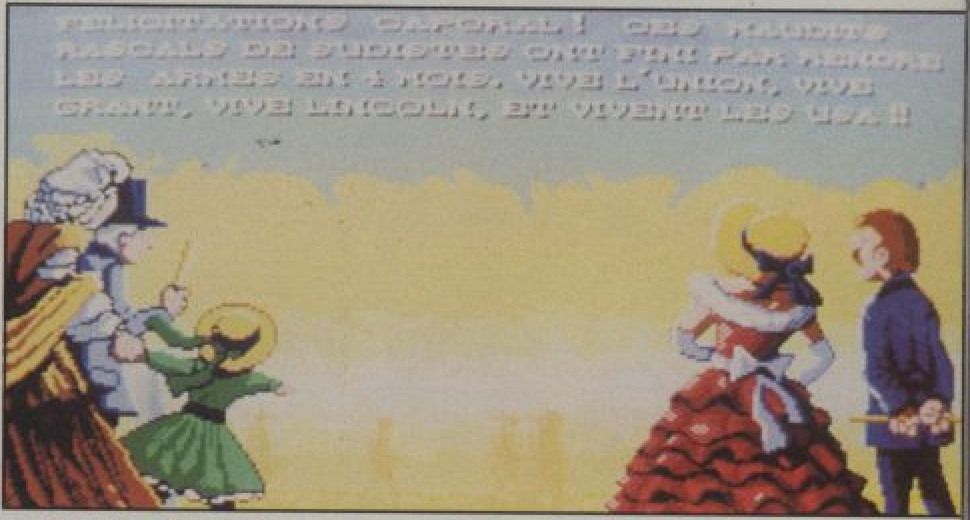
Also, there are one or two special locations on the map. When your opponent gets the train rolling, look where the train stops. That's his fortress. Raid it for lots of money. The state in the top left-hand corner is Indian country. Hang around there for too long and those Injuns get annoyed and throw a hatchet in your direction. On the right-hand screen, about halfway up, is a boarding point. Every two or three turns, a boat rolls up the river and drops an army off at that point.

There's more than one way of playing *North and South*. On the surface you can play it as either a straight strategy game or an arcade game with strategy elements.

The strategy game is just a very simple game of *Risk*. All battles are decided by who has the largest army and all other events are determined by the computer. In the action game you are responsible for all battles, castle raids and train robberies. This is where the game comes into its own.

The battles are brilliant. You are shown a distant view of the battle and from this view you can control footsoldiers, mounted horsemen, and artillery.

Both the fortress raid and the train robbery are played in the same way. Race at incredibly high speed along a scrolling play area leaping boxes and other obstacles, and punching, kicking or knifing any guards away. All of these, including the battle, are done with the same degree of humour that really makes the game.



A nifty still interlude.

The graphics are of a very high standard, as is the soundtrack, and that's what makes the game an instant hit. However, I'm sorry to say that the fun is a little shortlived. For some reason, the computer is very, very easy to beat. Rather than having any artificial intelligence it seems to follow the same pattern of moves every game. Aren't strategy games the ones that are supposed to keep you going for years?

Tony Dillon

SOUND	**91%**
GRAPHICS	**87%**
PLAYABILITY	**76%**
LASTABILITY	**68%**

79%

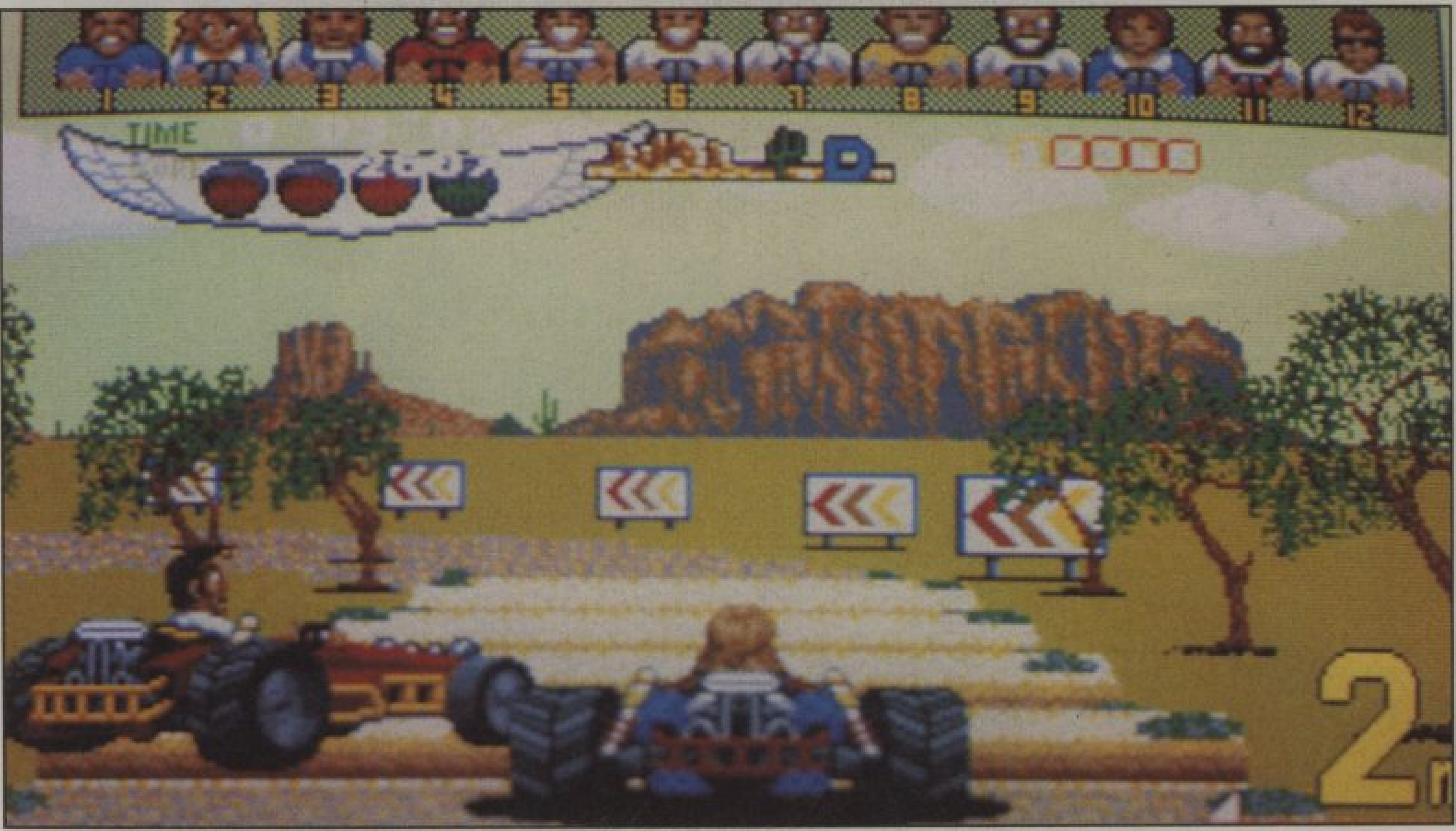
Infogrames
Price: £24.99



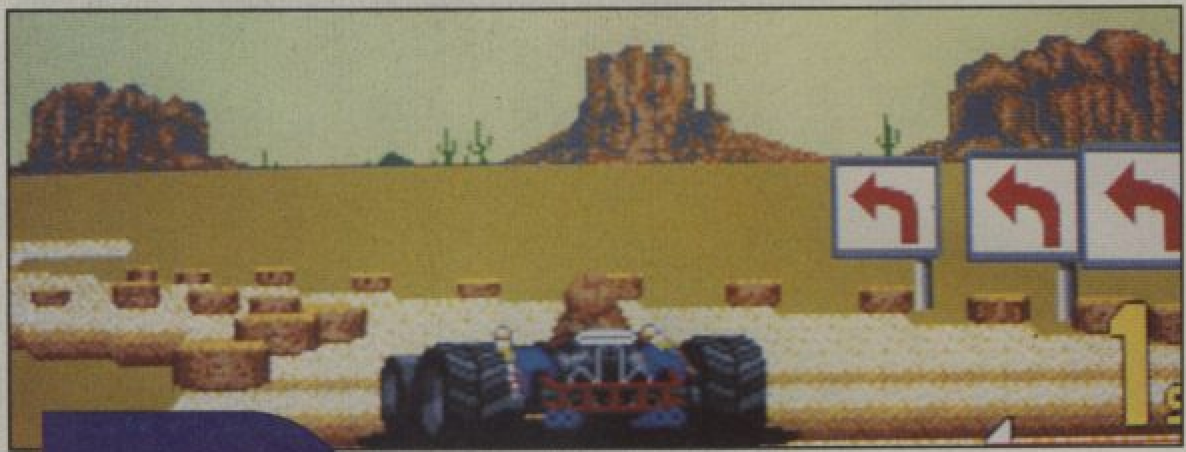
A battle sequence.



ON
BOLT
ocean
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You're away, but someone's already overtaken you.



Rumbling over the logs.

POWER

Finally we see the first of Activision's biggies for Chrimbo, a conversion of an extremely fast race machine. So how has cartie-racing legend *Power Drift* fallen into the 68000?

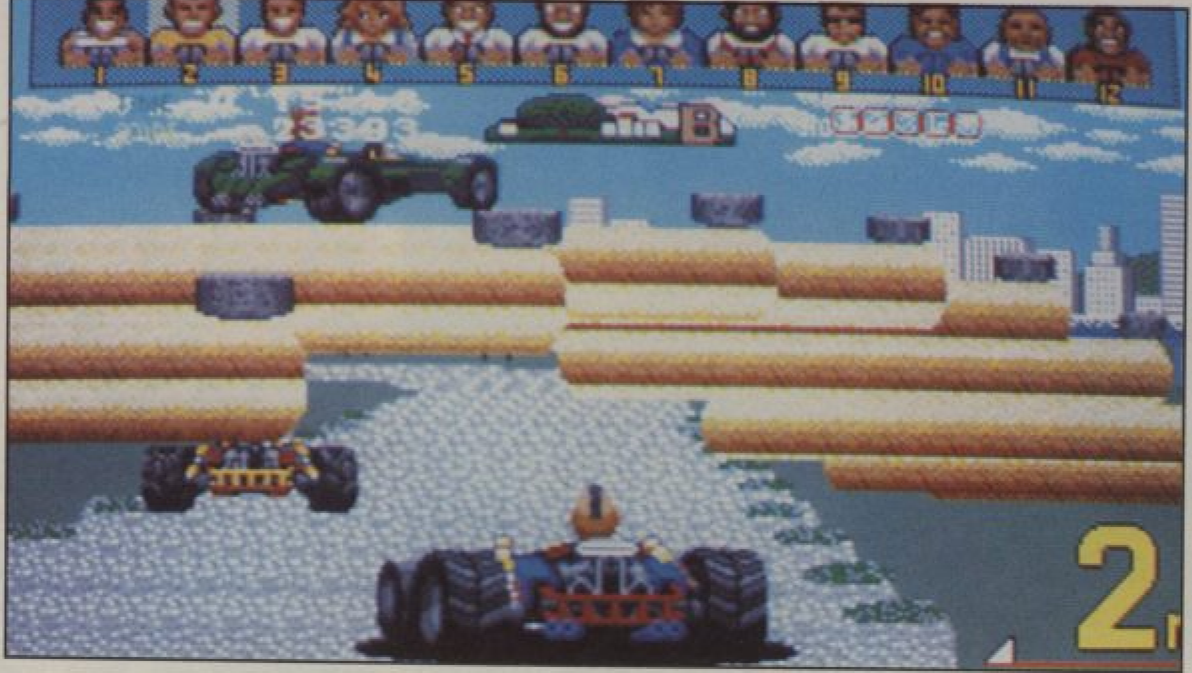
Not very well, as I expected. The problem lies with the machine. When an arcade programmer has an idea, he is given the hardware to carry that idea out. No matter how good a programmer is, the Amiga A500 hardware isn't going to improve, and so the new breed of arcade games are too difficult to carry across. *Powerdrift* is one of them.

Activision did try, and to be fair they haven't done an awful job. What they have come up with is as close as you're going to get. Unfortunately due to the limitations of the machine a few sacrifices had to be made. . . .

The game is simple in design. Five courses, five stages to each, four laps of each stage. Come in the first three and progress to the next. As you race through the courses the bends get tighter, the jumps get bigger and the opposition gets tougher.

It's the courses that made the arcade version so impressive. Not satisfied with straight race along the ground and the occasional hill, *Powerdrift*'s courses are full of tight bends, bridges, hills, jumps and dips. What this results in is a very packed screen, as you race under bridges, jump over bits of courses and even stop and watch

Activision
Price: £24.99



Any idea which way you go here?



Third place is good enough to qualify.

RDRIFT

cars racing elsewhere on the track, a feat only accomplished once before, in the Digital golden oldie Integrations *T.T. Racer*.

The way the road was constructed in the arcade, and the system employed in the Amiga version, is by laying down strips of graphics, one behind the other to create a 3D image. The Amiga version contains less strips which makes the track look very broken, and also leads to some very confusing instances. For example, when you pass under a low bridge, all the strips blend together, and you end up with a screenful of colour, rather than a cartie race track.

The game is fast, but at the sacrifice of smooth scrolling. If you remember *OutRun* Amiga you'll know what I mean. There are plenty of times where you just can't tell if the road branches left or right, or indeed which part of the road you're supposed to be racing on. This ruins what could have been a good conversion, but how are you supposed to enjoy a racing game when you can't make out where you're meant to be racing?

There are one or two graphical touches thrown in. For example the way the viewpoint pans across the course before setting in the normal position. The special courses have been kept in too, on which you race an F-15 *Afterburner* style along and then the Super Hang On bike — a feature taken from the arcade original.

The soundtrack is good, but limited. The usual growls and squeals accompany your racing and there is some nice sampled speech that counts you in and also provides an audible lap counter.

A fan of the coin-op might enjoy this, I personally don't. It's nice to have a fast game, but when that speed means a loss of gameplay, then I'd rather have a slower game.

Tony Dillon

SOUND	**78%**
GRAPHICS	**79%**
PLAYABILITY	**75%**
LASTABILITY	**78%**

70%



If you floor it, you might just come in third!

POWERDRIFT

As a straight conversion, 64 *Powerdrift* might not have the sophisticated programming techniques of the Amiga version, but as a racing game, it sure is a hell of a lot more fun.

The idea remains the same. Race through five courses, based over five stages, each with four laps. Compete in a field of twelve and finish within the top three to progress to the next stage. The controls are simple: up to accelerate, back to brake and fire to change between high and low gears.

Thankfully the programmer, Chris Butler, has decided against emulating a 3D course and has opted for a straightforward *Outrun* style grey strip for a road, with objects flashing by on either side to give the impression of movement. The objects range from small roadside bushes through to huge bridges that stretch high above the course and reach across both sides of the screen. Some really nifty programming has been used to keep the humble little 64 running at the same speed — regardless of the amount of sprites on screen.

It plays really well for the most part. The controls are responsive and tight, and the feel is just right. The unusual thing is the way the difficulty level progresses. Rather than make the turns tighter, or the opposing cars harder to avoid, you lose traction on the road from about the third stage on each course. On the first couple of stages you can quite happily burn round tight corners at high speed, but after that you're lucky if you can get round the easiest of bends in low gear without crashing into a roadside object.

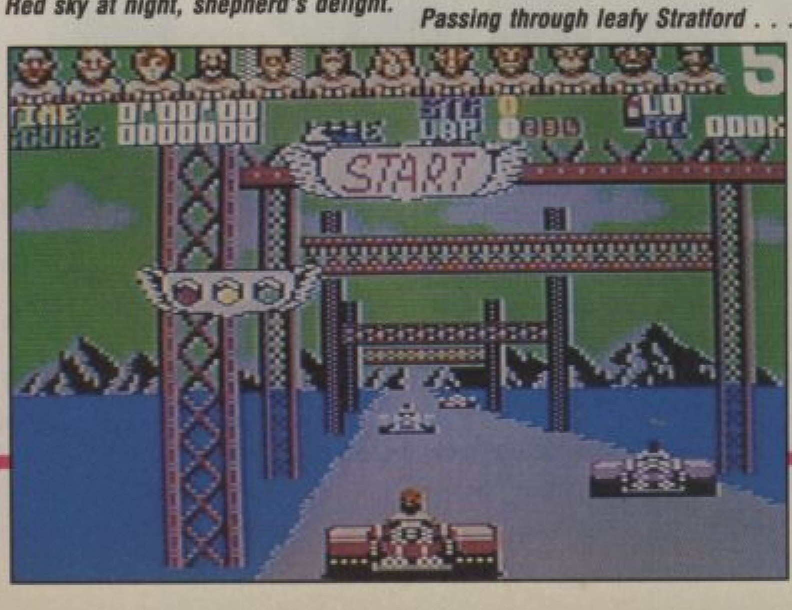
Powerdrift 64 is far superior to the Amiga version. It plays with all the fast paced frenzy of the arcade original. Given the choice I sure know which version I'd choose.

Tony Dillon



Red sky at night, shepherd's delight.

Passing through leafy Stratford . . .



Activision
Price
£9.99 cass
£14.99 disk

GRAPHICS	**80%**
SOUND	**79%**
PLAYABILITY	**83%**
LASTABILITY	**82%**

80

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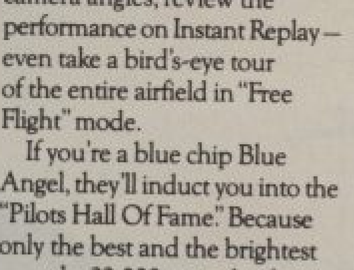
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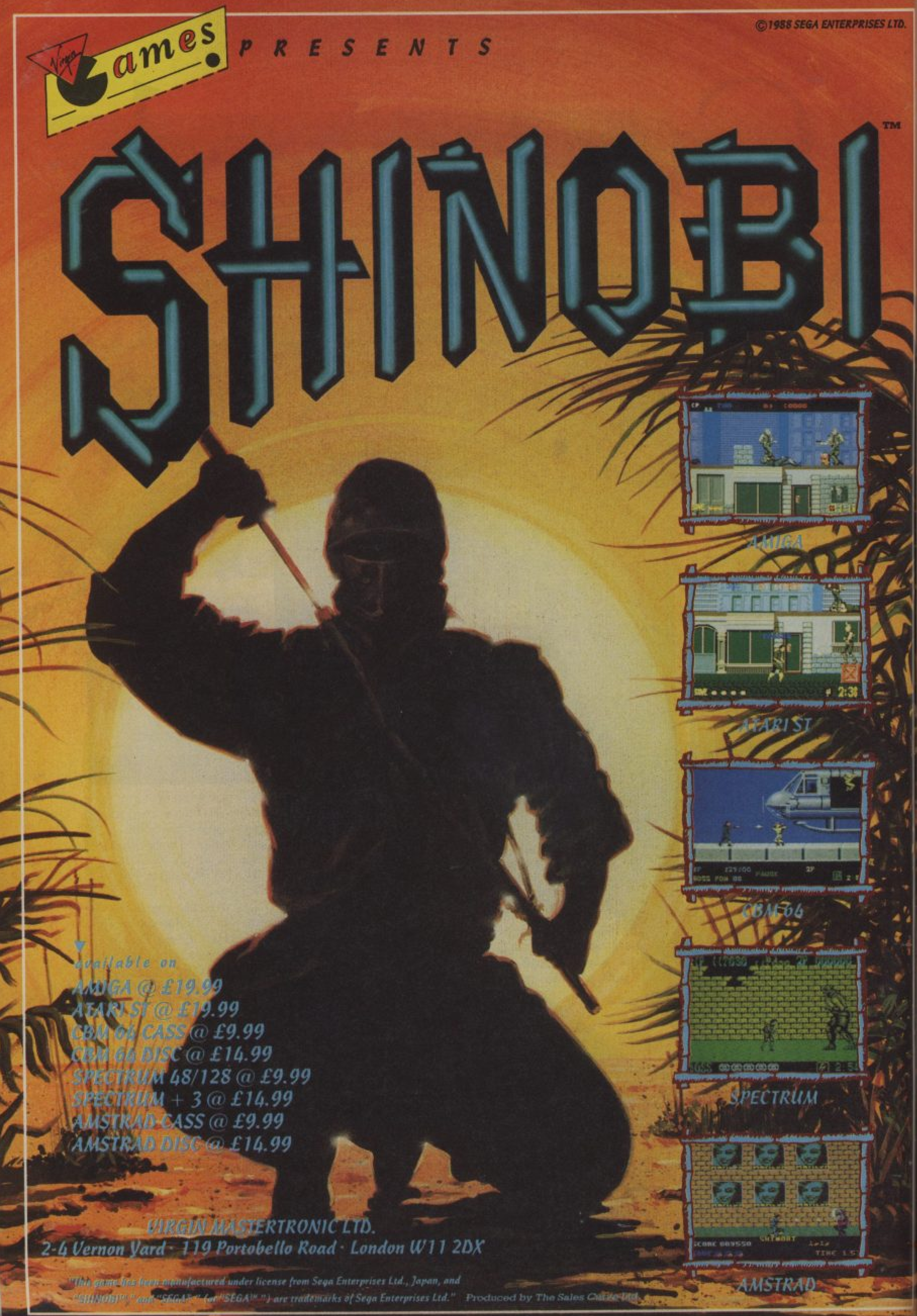
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Actual game screens from IBM PC EGA version of the game. Other versions may vary.

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DAY OF THE PHARAOH

No you don't have to play the part of a mummy. Actually, you are a high ranking Pharaoh. The game is set sometime between 2300bc and 250bc and it's the govenor's task to rule his province and win favour in the eyes of the gods.

DOTP starts with a suitably digitised Egyptian still, sampled music and a choice of Pharaoh. Before you enter the eye of Horus your Pharaoh needs a province to rule over. Choose from a variety of locations whose names sound like diseases you wouldn't tell the vicar you had. Select your ship and you're on the way to true Pharaohdom.



"In the name of Horus, the powerful and almighty . . ."

On the main action screen you get a number of different options. The top section of the screen concentrates on trade and equipment building. Increase your fleet of ships, or your number of war chariots. Go boating up the Nile, check your supplies and trade. All of this is essential.

By using the options on the lower half of the screen you can have fun playing the tyrant. First off you have the war command. You can send one of your horse drawn war chariots to brutalise a neighbouring tribe. This takes place in an arcade sequence with you controlling the speed of the chariot and the archer. Pressing the fire button releases an arrow which, hopefully, should leave a nasty hole in someone's head. While they're firing, you have to speed up or slow down to avoid the enemies' shots. A direct hit results in your chariot driver being hurled to the ground with what looks like a rather nasty chest wound. On the other hand if you survive to the end of the section you become top dog over that tribe – until trouble starts up again.

Choose a god which appeals to you. In my case it was Hather, God of Music and Happiness. You can build a temple to a god, or sacrifice the odd peasant or two. If you think it's necessary you can also build a temple for yourself (with the aid of a few thousand slaves).

As the game progresses your prestige increases as does your power and influence over your people and neighbouring tribesmen. Boost your powers until, finally, you're accepted by the god's themselves. A tall order indeed.



DOTP is one of those games that requires at least several hours per sitting. It's deep, absorbing and fun to play. The graphics are excellent, the sound is sparse but what's there is sampled and adds nicely to the atmosphere. A good game in the increasingly popular field of interactive strategy. A must for fans of style of game.

Mark Patterson.

Rainbow Arts
Price: £24.99

SOUND	81%
GRAPHICS	83%
LASTABILITY	79%
PLAYABILITY	80%

79%

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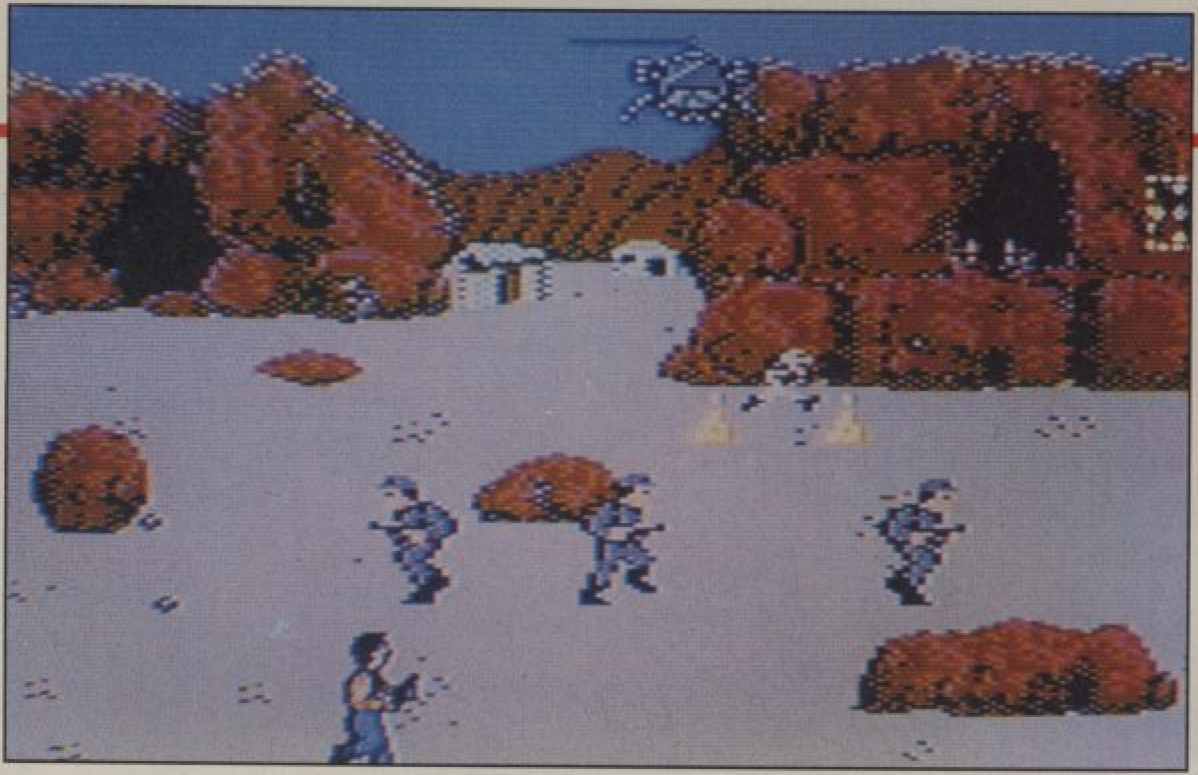
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Dodge the helicopter's bullets.

CABAL

Here's a clever piece of marketing for you. *Operation Wolf* appears in the arcades and becomes an instant hit, so Ocean immediately rush out and buy the license. Then, *Operation Thunderbolt* appears and becomes an instant hit, so Ocean buy the rights to that too. In between these two appears another blood and guts game by the name of *Cabal*, and becomes the only serious rival to *Op Wolf* in the arcade. Hmm, think Ocean, how can we stop this from becoming a serious threat to *Op Wolf* on home computer? Easy, we buy that license as well.

And thus they did, and it came to pass that on the 6th day of the tenth month, that being the nineteen hundred and eighty-ninth year of our lord, a bundle of disks did weave their way into my hands, and from that did find a C64 with disk drive. Amen. And just to prove that there is power in prayer, the god Bracey of Ocean declared that *Cabal* would be good, and so it came to pass. It's bloody good.

The story is simple. As a one man army, you have to play a major part in the war against terrorism and fight your way through five levels of violence, blood and guts. Each level consists of four screens, all chok-a-blok with enemy soldiers, tanks, APCs, choppers, jets, the lot. And there's you, stood at the bottom of it all, taking pot shots at anything that moves.

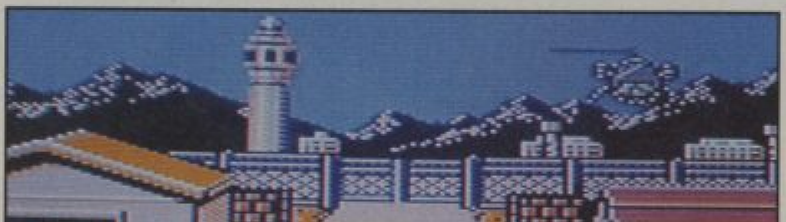
As you run around at the bottom of the screen, a crosshair flies around the screen in time with your joystick movements, but four times faster than the main sprites. By holding down fire your man stops running and starts shooting, and the only thing that carries on moving is the crosshair. Even so, this doesn't stop the bad guys from firing at you, so the only real way to survive is to keep on moving, which is hard to do if you want to keep firing.

As you play each level, you'll find there are lots of things to destroy. The easiest to kill are the basic enemy soldiers who run on screen, take a shot, and then run off the other side of the screen. Slightly more difficult are the grenade throwers, who, dressed in white, roll along the floor when you shoot at them, and take a couple of shots to kill. Then you have the tanks and APCs which roll out onto the screen, pause for a while and then launch high powered rockets. These take a lot of gunfire to destroy or a toss of a grenade — and both of these are limited. There are the airborne nasties such as the airplanes that bomb you, and the helicopter gunships that fly on, hover in the air and then strafe the ground. As well as all these, there are also bits of scenery that can be blown up. Bring this lot together and you've got a pretty destructive game.

The original arcade graphics weren't incredible, but Special FX have done a such a good job in converting the game that it now looks great. Everything moves around smoothly, and at high speed. Even when there is lots of stuff on screen and you're firing all the time, I've yet to find a spot at which the game slows down. All the sprites are well defined, even the titchy ones in the distance, and all are clear and recognisable.

The problem I did have with this is that there's no longer a simultaneous two player option. Nevertheless, it looks like this Christmas could belong to Ocean, as they release yet another great conversion.

Tony Dillon

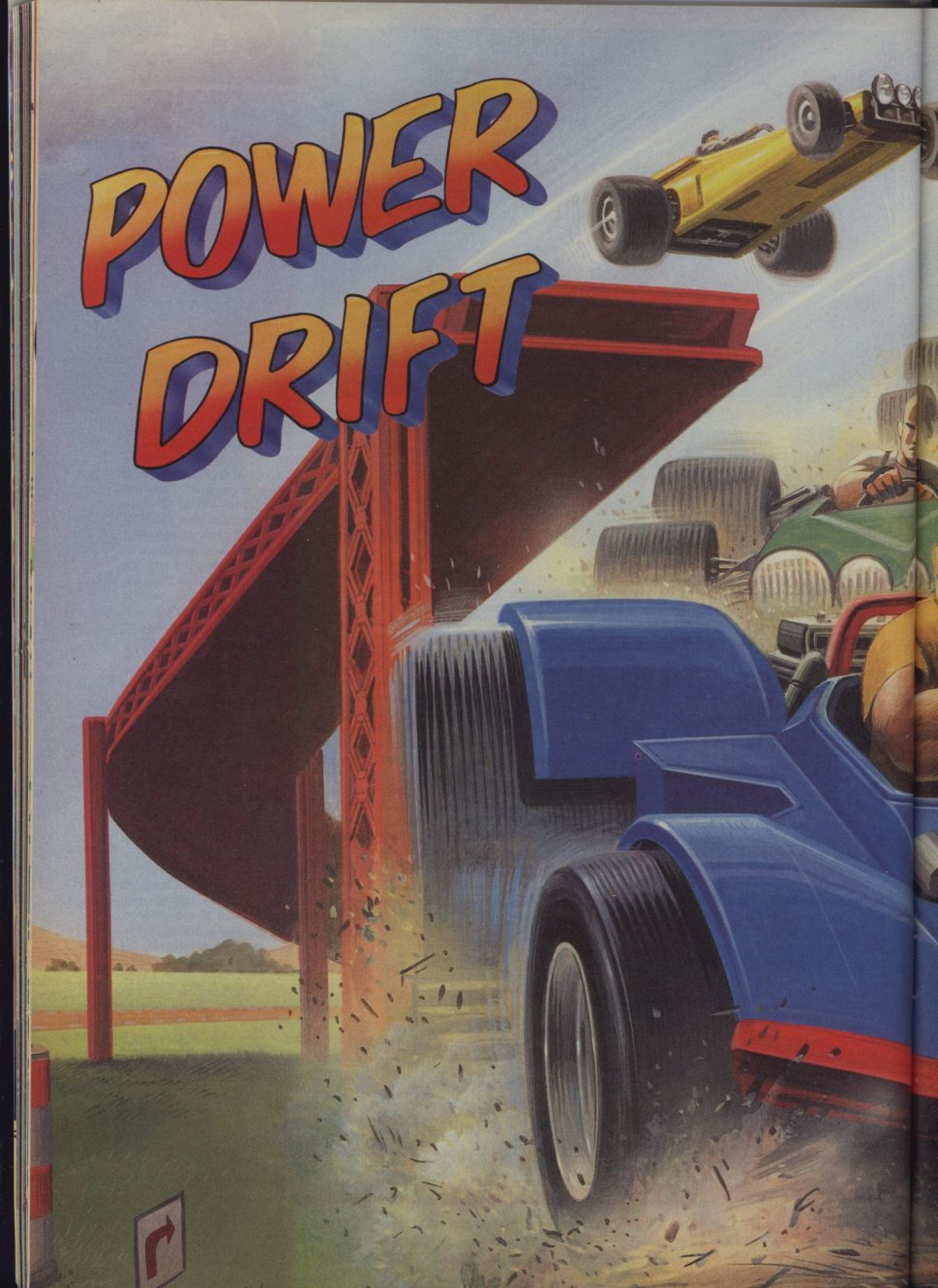


Storm the fortress.

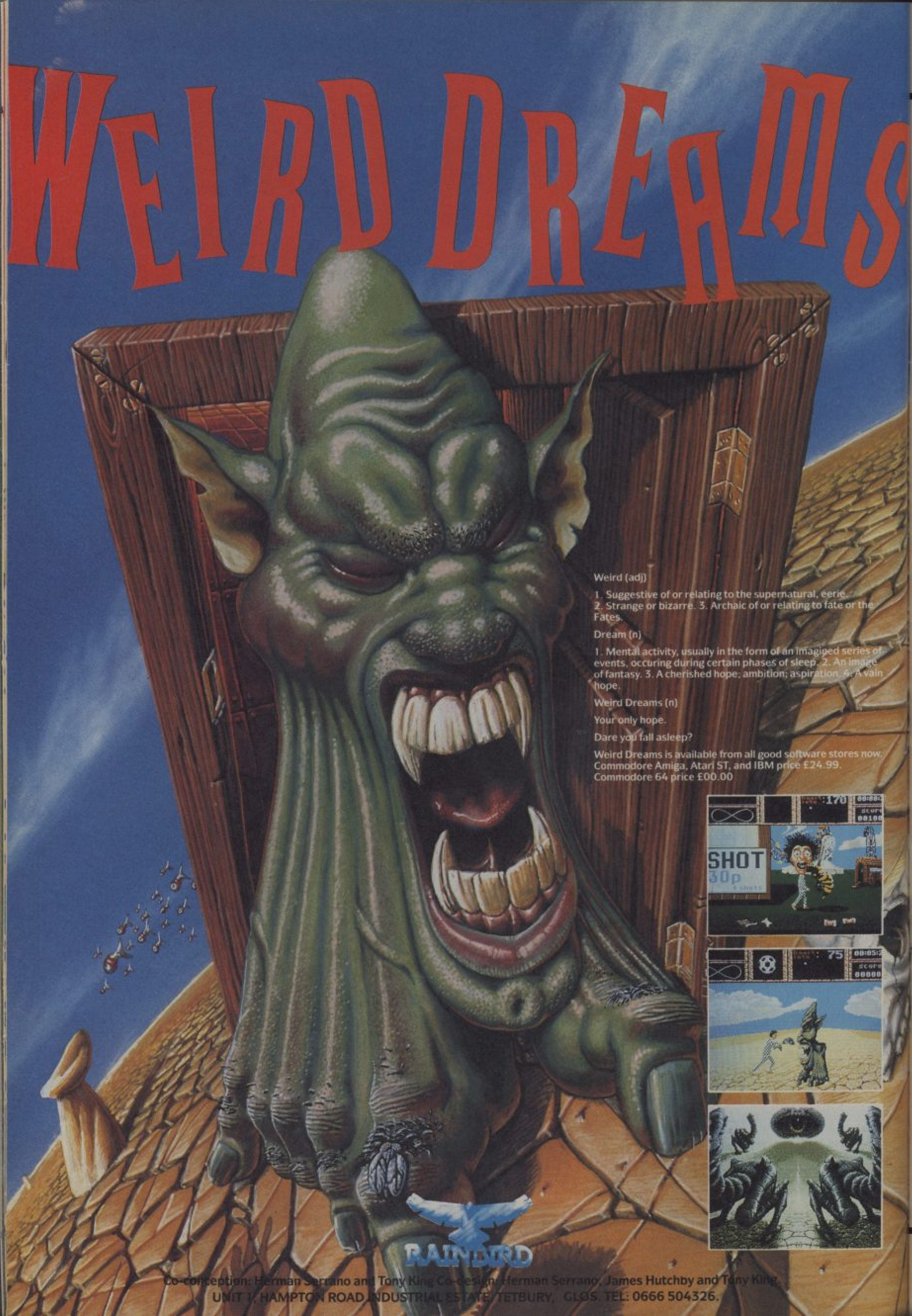
Ocean
Price:
£9.95 cass
£14.95 disk

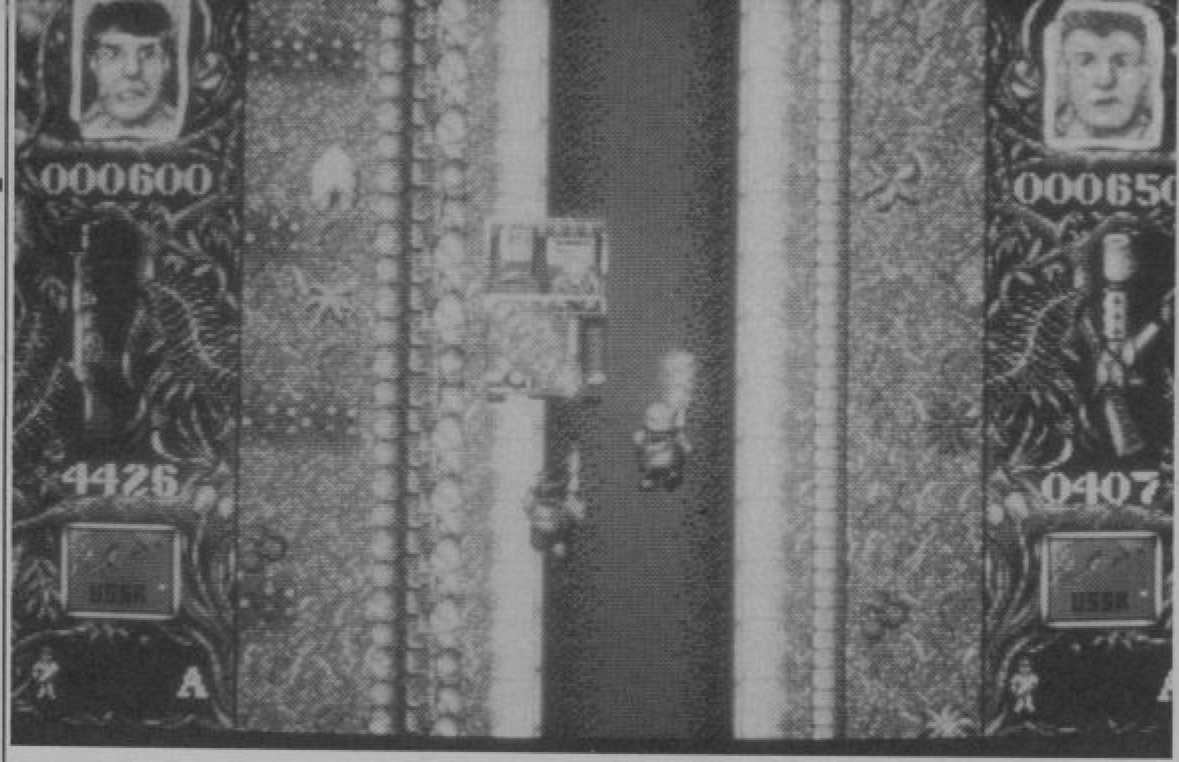
SOUND	79%
GRAPHICS	81%
PLAYABILITY	84%
LASTABILITY	80%

80%


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ACTIVISION
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WEIRD DREAMS
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1. Suggestive of or relating to the supernatural, eerie.
2. Strange or bizarre. 3. Archaic of or relating to fate or the Fates.
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DOGS OF WAR

Most computer games are violent. Some go over the top and (usually) they're to be taken with a pinch of salt. *Dogs Of War* however, is aggressive, bloodthirsty and great fun to play.

You are a mercenary and it's your job to go around the world using big guns and killing hundreds of people. The game starts with a map of the world displaying various locations, each one representing a mission. Each assignment varies in plot: it could be to recover stolen items, or to assassinate a political figure or to rescue a kidnap victim. You are offered a cash incentive of between five and fifteen thousand quid, payable in advance; just as well considering you need to buy your weapons before you set out.

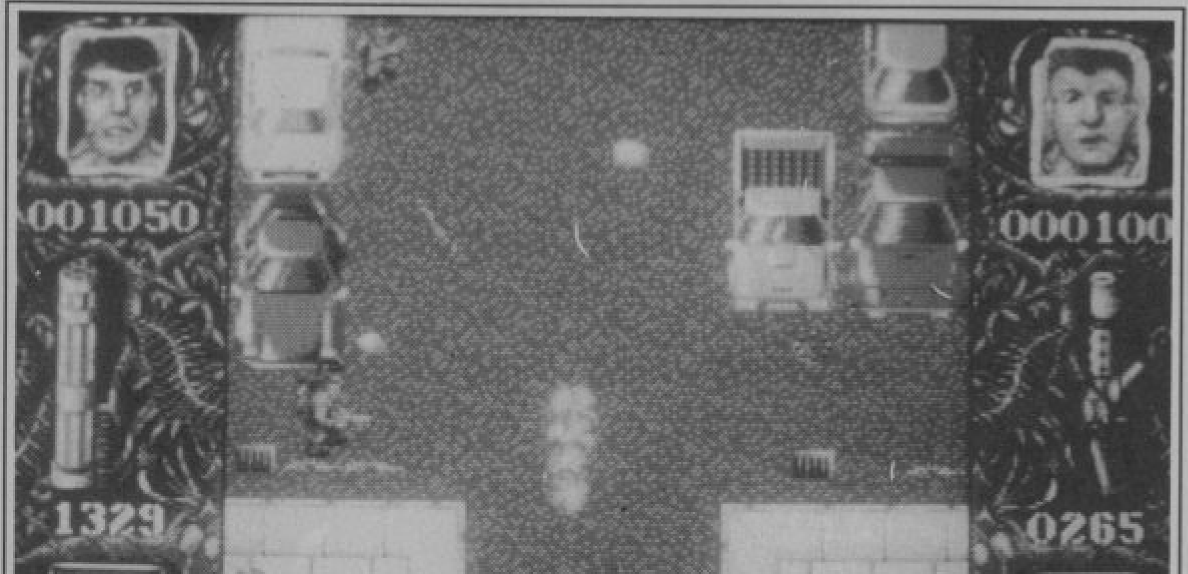
The armoury gives a whiff of the slaughter to come. You are presented with a screen of guns, big guns and REALLY big guns, each one nastier than the last. At the bottom of the table you have a small Browning High Power pistol, which isn't the greatest stopper of massed hordes of Colombian drug barons. Further on you get the classic Uzi, followed by large violent machine guns, rocket launchers and flame throwers. Each costs a load of folding green ones, not to mention the price of ammunition.

Once you've tooled up in the name of justice and money, you have to haul out and kick ass. You're placed at the start of a landscape preparing to face an oncoming private army. The only objective now is to survive and take out as many people as you can.

Armoured vehicles, easy-to-pick-off footsoldiers, landmines and artillery — all of them give you hell. The armoured targets are safe from your bullets, so you need to use either a rocket launcher, a standard grenade or one of those fancy grenade launchers that can be slung on an M16 rifle.

Essentially nothing more than a *Commando* conversion, *Dogs Of War* does provide a great excuse for indiscrimate murder. Low on graphics, low on sound but good fun to play, it would have been nice to have seen a ten pound price tag attached to this game.

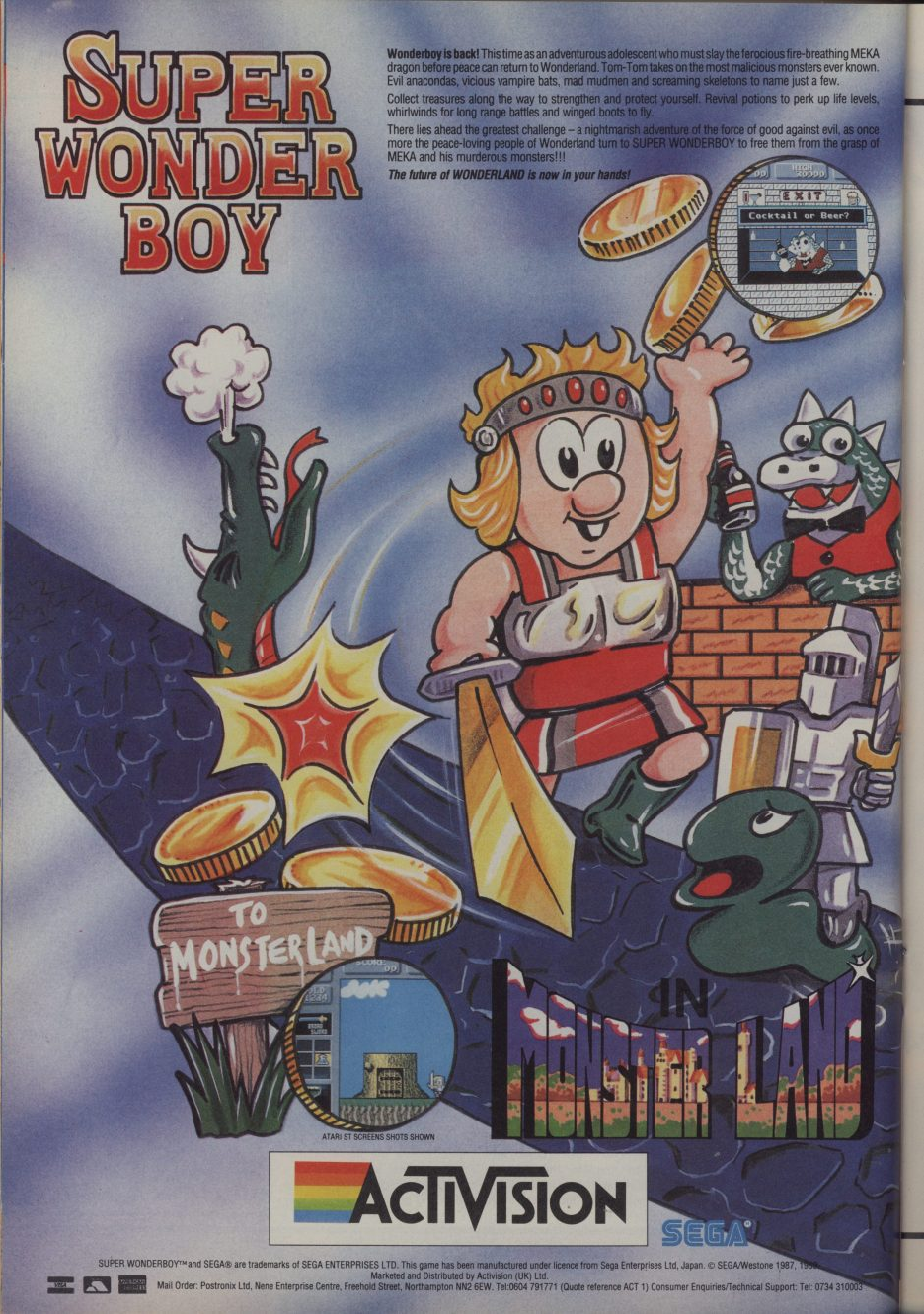
Mark Patterson.



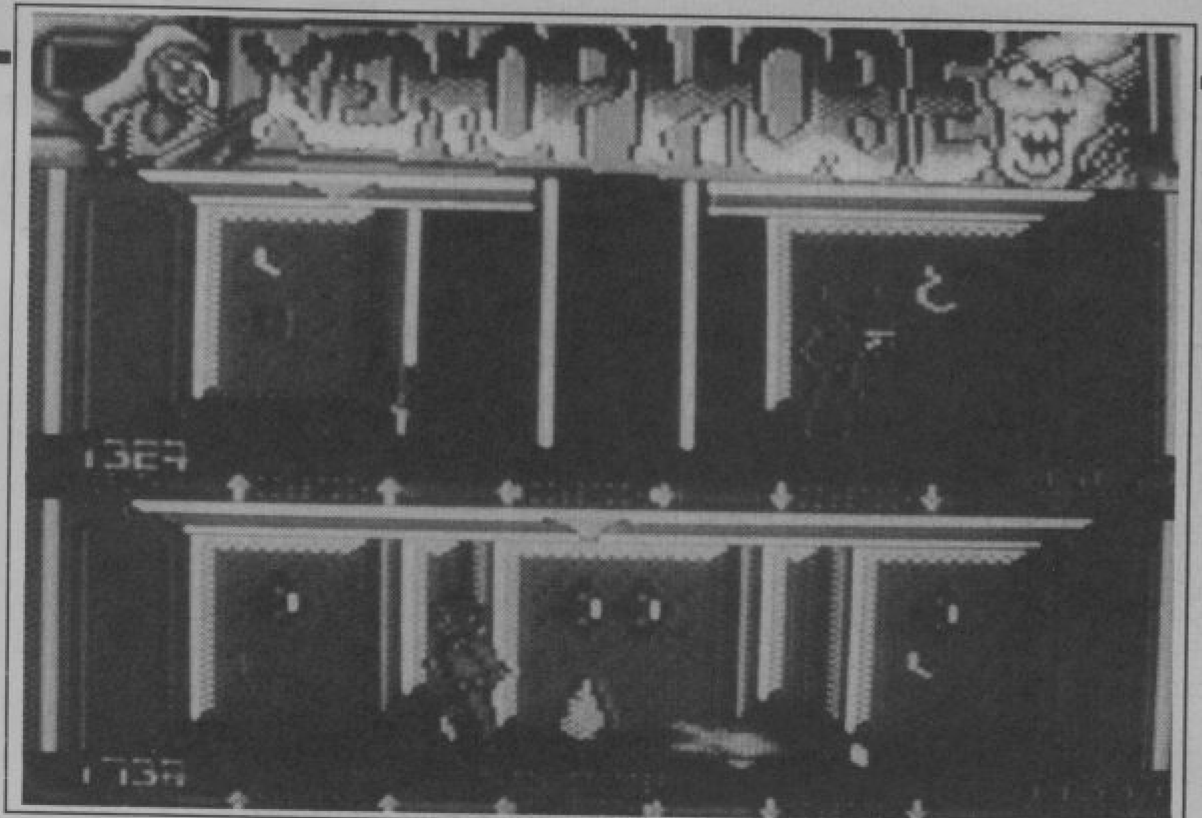
Elite
Price: £19.99

SOUND	**61%**
GRAPHICS	**64%**
LASTABILITY	**64%**
PLAYABILITY	**76%**

66%

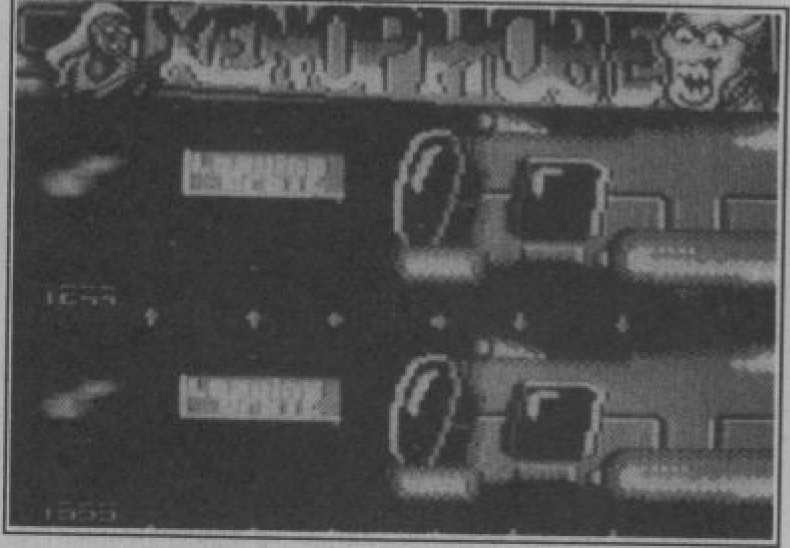


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Progress through the levels.

XENOPHOBE



Way up in the Milky Way.

You know things are going downhill when one of the leaders of original software licences a coin-op. Simulation masters Microprose have bowed to the public and released their first arcade conversion, *Xenophobe*. A strange choice for a licence considering that the coin-op wasn't all that hot. A bit stale as I remember.

So what better way to freshen it up than use a bit of originality, a touch of style and flair, or perhaps a whacking great bug. A steaming great bug. A bug so foul that it hides within the code during game testing, then leaps out at the unsuspecting punter and completely ruins his game by scrolling forever, rather than just scrolling from room to room. A slip in standards from Stealey and the boys, and one I hope only temporary.

But now to the game. You are an alien buster (for alien read 'ghost') and your mission is thus. Travel to the alien infested space stations and wipe them out (the invaders that is, not the space stations!). As space stations go, these ones are quite small. Each one is made up of around a dozen rooms, and because it's circular, the map is wraparound.

In one of the rooms there is a computer screen, and it's on this screen you monitor your progress via a percentage display. The more you kill, the lower the percentage.

The aliens come on-screen from both sides and are killed by simply shooting. The bigger the creature, the more hits it takes. Large ones rush you and knock you into other rooms, while small slime-like nasties grab onto your leg and drain your energy and have to be shook off. There are more, some of which do some really strange things, but I don't want to spoil the surprise for you.

As you go through the ships, you can pick up extra weapons, such as laser guns and smoke pistols, and food and bonus items such as jewellery, all of which you'll need if you want (a) a high score and (b) to complete the game.

The graphics aren't bad; basically they're a good copy of arcade graphics that weren't any good to start with. The backdrops are repetitive in places, and you do yearn for a greater range.

There are loads of tunes to be found within *Xenephobe*, along with a plethora of average sound effects, all very boom and chook.

It hurts me to say this, *Xenephobe*, just isn't any good. The controls are slow, and there are a lot of moments when what should be a frantic shoot-'em-up is nothing more than a tedious blast. That coupled with 'the bug' makes *Xenephobe* a bit of a bummer. Who'd have thought the day would come when I'd give a Microprose game a bad review? Doomsday is upon us.

Tony Dillon

Micro Style
Price:
£9.99 cass
£14.99 disk

SOUND	**78%**
GRAPHICS	**71%**
PLAYABILITY	**68%**
LASTABILITY	**65%**

70%

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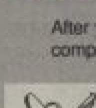
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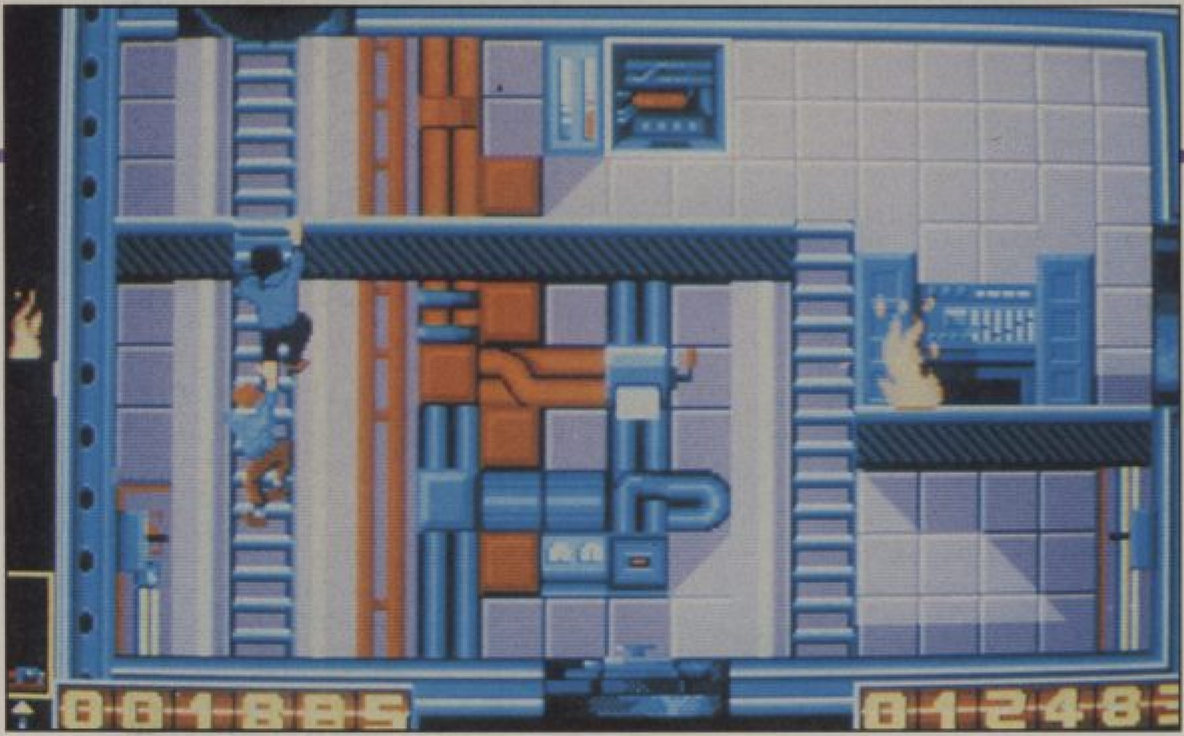
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Snuff out the fire, Tintin.

TINTIN ON THE MOON

It's taken years for a software company to show some sense in licensing probably the greatest comic character ever. Currently enjoying his 50th anniversary, celebrated in a wonderful exhibition during the summer in London, Tintin now makes his small screen debut.

Infogrammes have been working on *Tintin On The Moon,* based on the intrepid hero's troubled journey through the stars. It was published nearly 10 years before the real event and showed some remarkable foresight on the part of Herge as to the real problems of lunar flight — even if Tintin did find ice on the surface.

The possibilities for games design in this game were enormous, but sadly Infogrammes have chosen to ignore most of them for a few rather trite mini games. The beginning is promising with a neat opening sequences with some nice samples as the team are ferried to the rocket and take off. The game begins with a tedious phase in which you have to steer the rocket away from asteroids and into the path of energy capsules and red spheres.

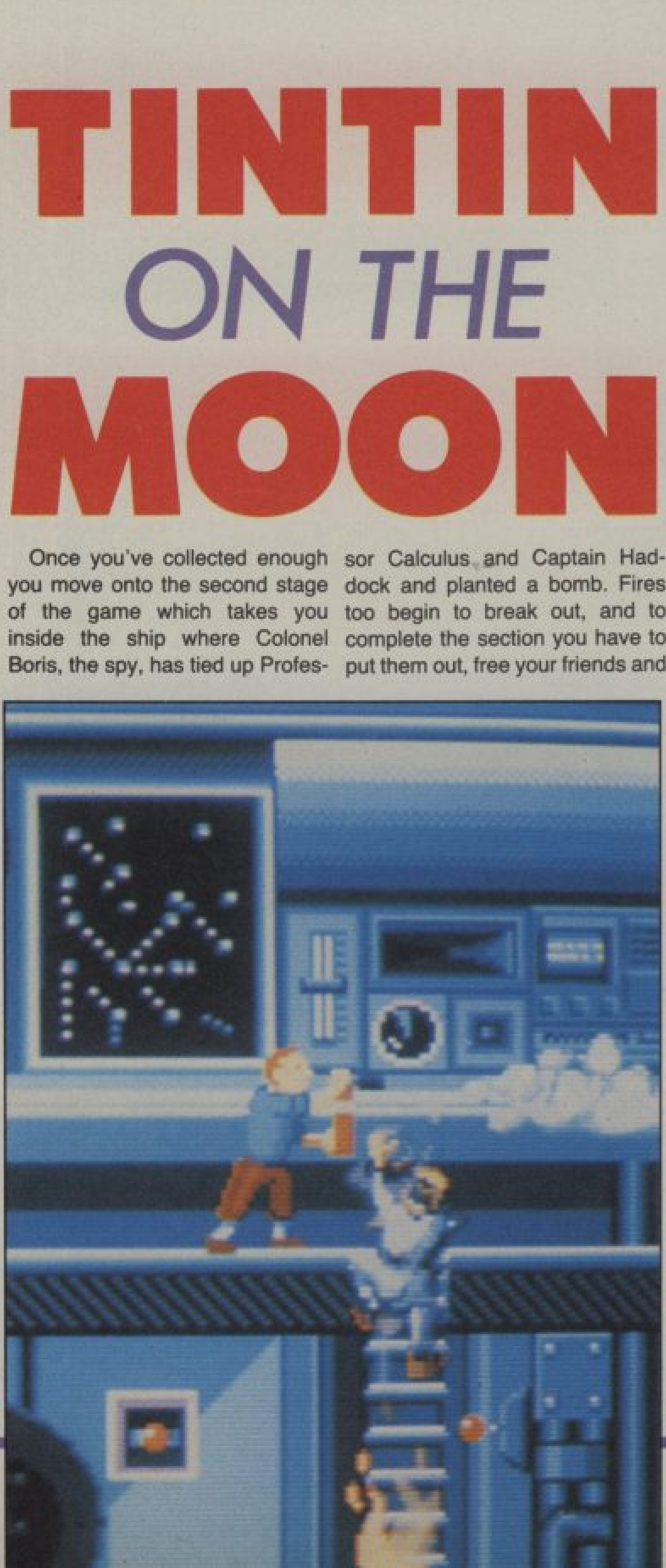
Once you've collected enough you move onto the second stage of the game which takes you inside the ship where Colonel Boris, the spy, has tied up Professor Calculus and Captain Haddock and planted a bomb. Fires too begin to break out, and to complete the section you have to put them out, free your friends and discover the location of the bombs. Boris wanders uselessly around the ship, but it's Boris you have to avoid. He'll shoot you, sapping your energy. Running through the fires too, will deplete it further. If you fail to extinguish the fires or find the bomb the ship blows up and the game ends.

If you manage to get through the second stage there's a shock in store — the game repeats these two sequences four more times before you have to land the rocket and complete the game. There are no further levels on the moon itself, thus wasting many excellent possibilities. Further game sections could have been added when Tintin has to rescue Snowy after he falls down a crevasse, or when the tank begins to run out of air as they return. In fact *Tintin On The Moon* could have been designed along Cinemaware lines. Instead an excellent opportunity to create a 16 bit interactive cartoon has been squandered.

The graphics are excellent too, which makes this all the more frustrating. The characters are readily identifiable and much of the game resembles Herge's style and his book.

It's sad once again to have to say that another great cartoon licence has been thrown away. Infogrammes, reportedly had memory problems, but if that's the case why didn't they make it a two disk game? I hope this doesn't deter them from taking on another Herge book — something like *The Crab With The Golden Claws* which offers many good opportunities — and doing a good job on it. I'm waiting. . . .

Mike Pattenden



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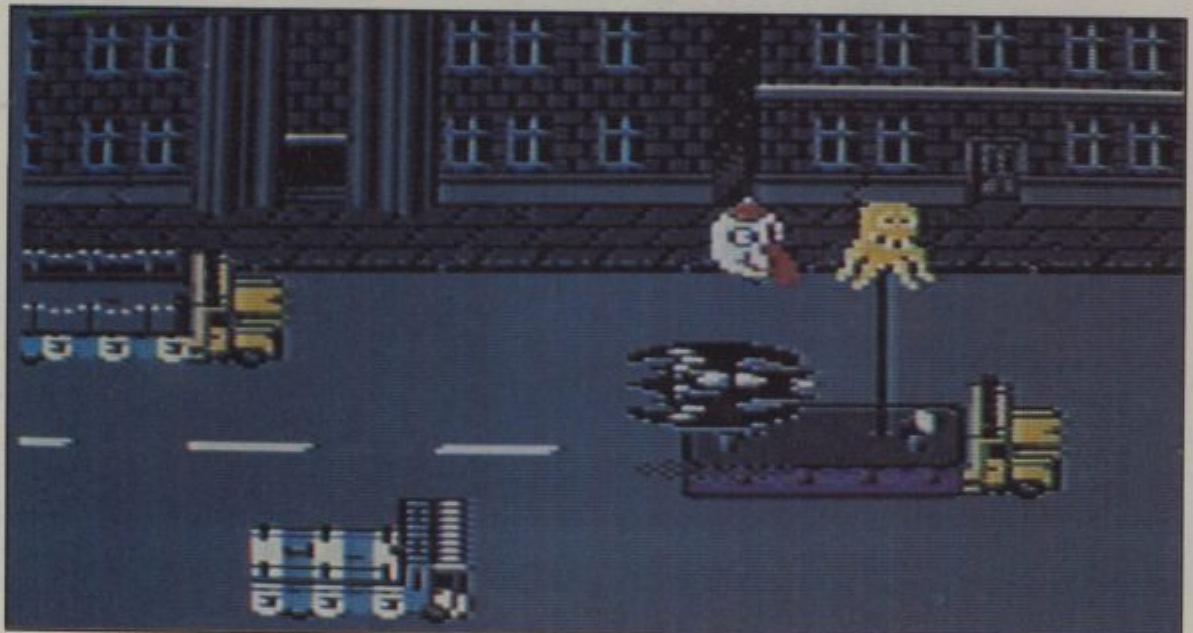
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A side-on approach to balloon snipping.

BATMAN *THE MOVIE*



Swinging through the chemical factory.

For the second time in a year Batman appears on the 64 through Ocean. This time riding on the wave of hype which swept across the Atlantic following the release of "Batman" the movie.

The first level is essentially the same on both formats. The graphics are clear cut and well drawn. The animation when Batman swings between platforms is very neat and helps improve the feel of the section.

Following on from there the first major change becomes apparent. The view on the driving stage is no longer from behind the vehicle, instead the game becomes a sideways scrolling dodgem. Some 64 owners might feel cheated by this, believe me it's a whole lot better than attempting, and ultimately failing to reproduce the excellent driving sequence. As it stands it's still fun to play.

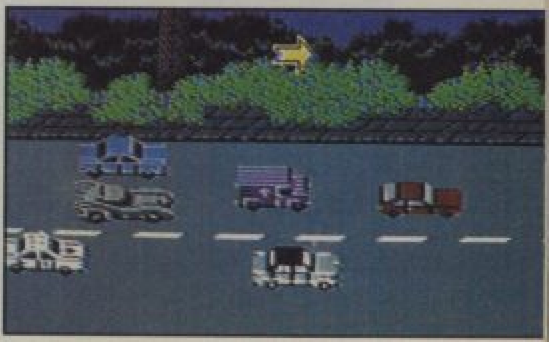
The 'match the cosmetics' section is as dull as ever, but it does help to balance the plot and game. Then on to . . .

The Batwing level is again in the same style as the Batmobile stage, and believe me it's a lot harder than the Amiga version. For a start there appears to be a lot less room to manoeuvre to catch the balloons, and there's a lot more of them too. Then it's on to the cathedral to meet the Joker. Very similar to the first level, except a lot harder.

A really good game and a very well thought out conversion.

Mark Patterson

Ocean
Price:
£9.99 cass
£14.99 disk



The chase sequence — 8 bit style.

SOUND	**83%**
GRAPHICS	**84%**
PLAYABILITY	**88%**
LASTABILITY	**87%**

86%



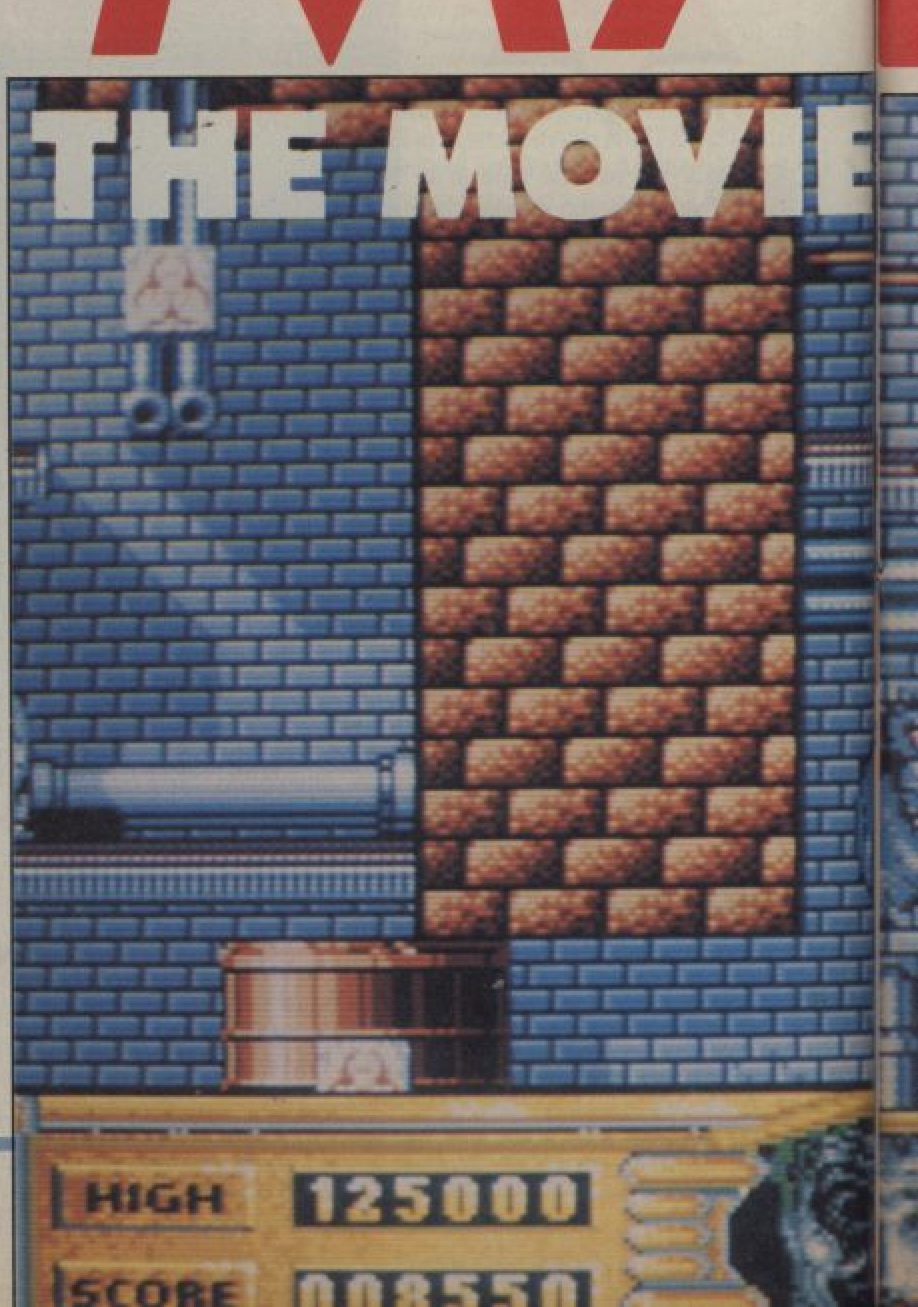
Oh, oh, the batwing's been hit.

BATMA

THE MOVIE



Ocean
Price: £24.99





AN

No, I didn't buy the boxer shorts (£6.99), or read the comic books (£5.99). I didn't even see the film until September 11th and I wasn't remarkably impressed with that either. Give me the good old days any time, when Adam West was faced with Caesar Romero and an army of easily KO'd bad guys. Nowadays it's all these fancy gizmos and five million dollar pay packets. The *Batman — the Movie* game, however, is truly something special.

The first sequence of the game takes place in the Axis chemical plant with Batman battling Jack Napier (Jack Nicholson, $6,000,000). In case anybody didn't know, Jack Napier goes on to become the Joker and signs a lucrative deal for "Batman 2". Armed with an endless supply of Batarangs and the Bathook, Batman swings from platform to platform, often encountering walls, pipes and bad guys in the process. But thanks to his body armour he can take quite a bit of damage. Among other hazards to face are dripping acids, clouds of toxic fumes, machine gun armed villains and the green-coated sidekick with infinite supplies of anti-superhero grenades.



The next section is amazing. Batman is now behind the wheel of his Batmobile and is racing through the streets of Gotham City trying to avoid the police, who are charging him with being a vigilante. This isn't just a straightforward driving game, you can turn corners as well. A handy arrow flashes up on the screen telling you there's a turn-off coming, and a quick tap of the fire button launches a grappling hook which connects with a lamp post and conveniently swings you around the bend. Miss too many turn-offs and you're guaranteed to run into a police road block. The most amazing thing about this sequence is the speed and quality of the graphics; they are far superior to anything yet seen on a home computer driving game, and a hopeful indicator as to what Ocean's *Chase HQ* might look like.

When Batman makes it back to the Batcave he then has to use the Batcomputer to work out which combination of toiletries are being used to poison Gotham City's clean folk. Not a particularly interesting section, a bit like the photo-fit sequence in *Robocop*. Once he's done that it's back on the streets in his Batwing.



Similar to the excellent driving sequence, Batman has to pilot the Batwing down Gotham City's main highway trying to deactivate poison gas balloons. If you don't make the proper connection with the balloons you start to take damage, indicated by the wings burning.

The last section finds Batman going after the Joker in Gotham City cathedral. It's very similar to level one with plenty of platforms and bad guys to negotiate. And at the end, there's the final encounter with the Joker himself.

Batman — The Movie is a tremendous game, it follows the plot closely but doesn't sacrifice any gameplay. The graphics are of a high standard throughout and very well designed. The theme tune contains samples from the film and has a very funky feel to it. A highly playable and entertaining game.

Mark Patterson



Flying down the Freeway.

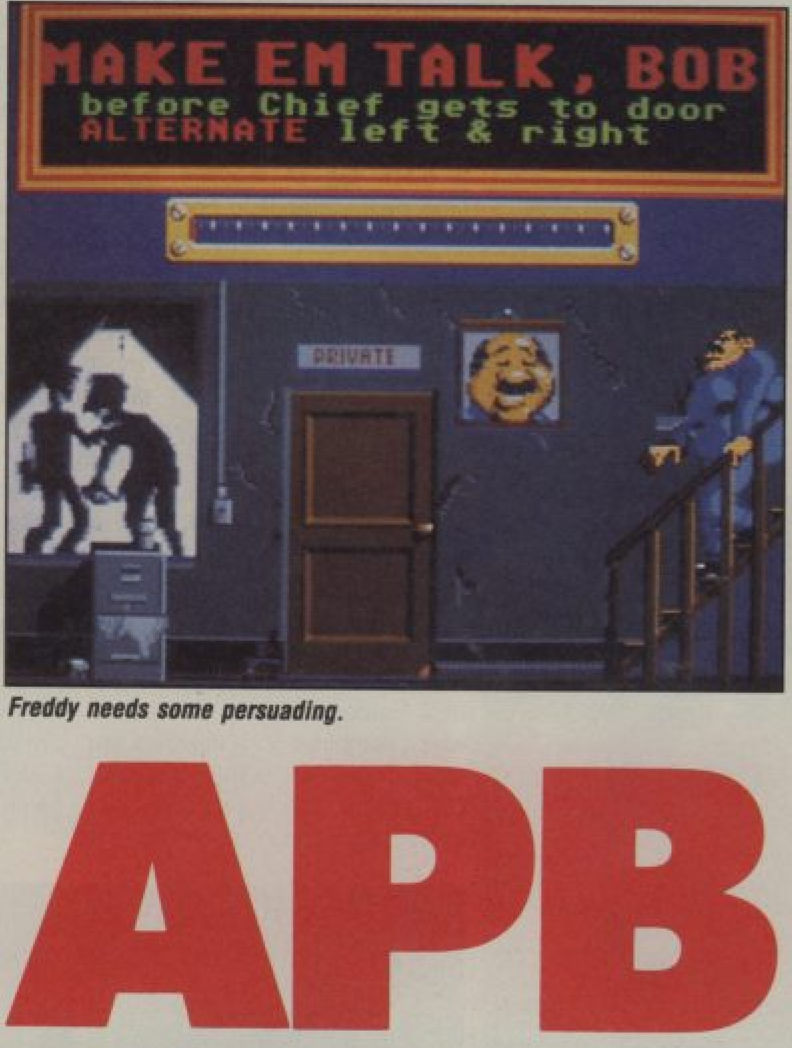
SOUND	**85%**
GRAPHICS	**86%**
PLAYABILITY	**88%**
LASTABILITY	**88%**

88%





Let's do it to the hippy before he does it to us.



Freddy needs some persuading.

APB



A OK, Bob, back to the pound.

Oh the smell of the chase! The whine of the woo-woos! The scream of the pedestrians who ... hang on a minute, haven't I read this review somewhere before? Yes! Because in time honoured tradition, the Amiga version has appeared long after the 64 version, and also traditionally, is ten times better.

In so far as the game goes, it's the same; after all it is a conversion. If you didn't see the last issue, for some unknown reason, then here's a run down of the story. You are a cop, and as a cop you have various duties to fulfill, which usually consist of racing hell-for-leather across the busy streets of one of your typical US cities in search of a certain number of bad guys and crooks, the quota being laid down by your boss at the start of your day. Make it through the month, and you're a hero!

Crooks range from the cowardly litterbugs who give up at the slightest sound of a siren, through the honkers, yellow cabbies who constantly blaze their horns and take two bashes with the woo woos, right the way through to the dopers, who are so out of their heads they can't tell the difference between some woo-woos and a set of traffic lights. 'Wow, man'.

As you progress the bad guys get harder to find, harder to catch and there are more of them. To help combat the odds, there are lots of toys to collect such as improved engine, armour plating, enhanced brakes and most importantly, a gun which you can use in place of the woo-woos to get the bad guys from a distance.

The graphics are a massive improvement over the 64 version with only one small gripe. The scrolling is still terrible. Jerky in all the 360 degrees, it only really becomes unnoticeable at high speeds. The sprites themselves have been very well translated from the arcade, as have the backdrops, and I love the little incidental screens that have been thrown in here and there, for example, the confession screen.

After you have arrested an especially dangerous criminal, you have to get him to confess to their crimes, and this you do by beating it out of him. The screen is a picture of the door to your office, with a steamed window next to it. In the window are silhouttes of yourself and the criminal. By waggling the joystick, you throttle the perp and a confession meter slowly climbs. The object is to throttle the confession out of him before your chief gets to the door. I thought it was funny but I think Dirty Harry is a comedian.

The sound effects are brilliant. All of your chiefs' "humphs" and "hahs" have been copied directly from the arcade, along with a bumbled "well done" and "thankyouverymuch" thrown in. All this plus a groovy soundtrack, great game effects and snatches of in-game speech with things like "I sure could use a doughnut" and "where's the gas station?".

An entertaining conversion of a great arcade game. By no means as good as it could have been, but still fun nonetheless. Worth buying.

Tony Dillon

Tengen
Price: £19.99

SOUND	**89%**
GRAPHICS	**84%**
PLAYABILITY	**81%**
LASTABILITY	**81%**

82%

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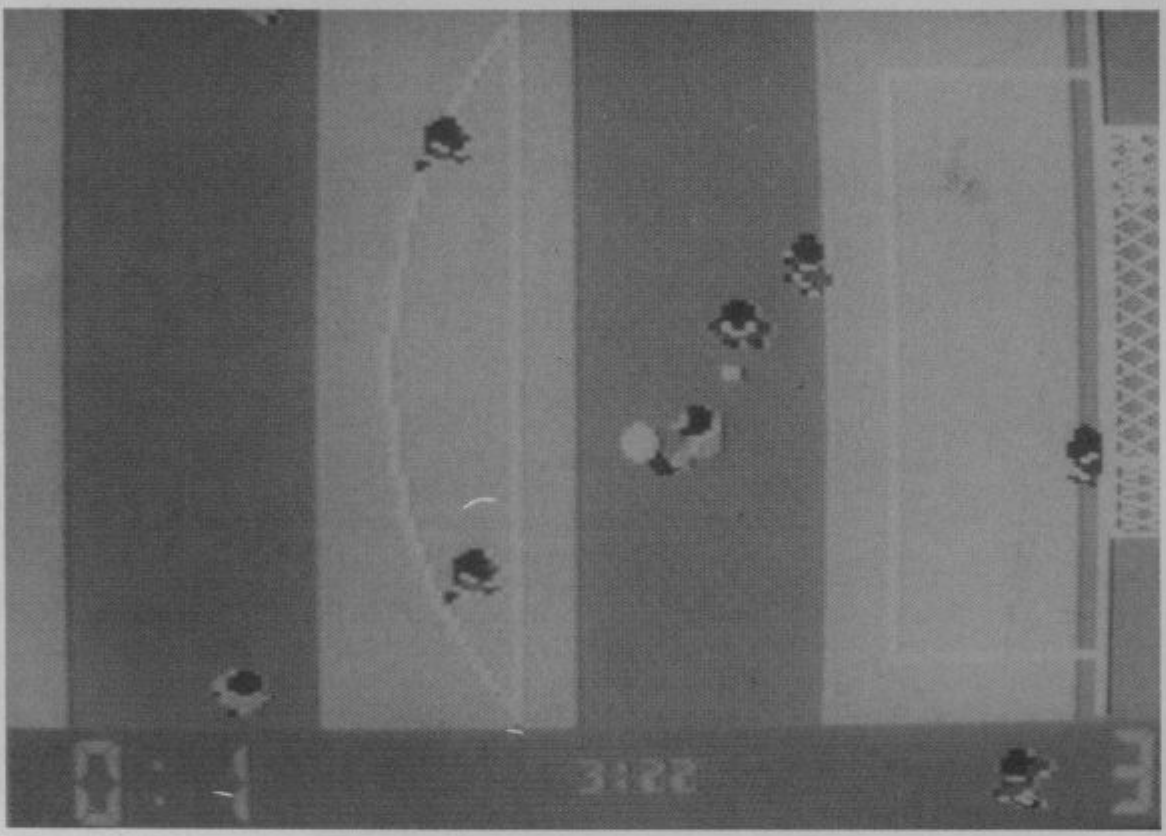
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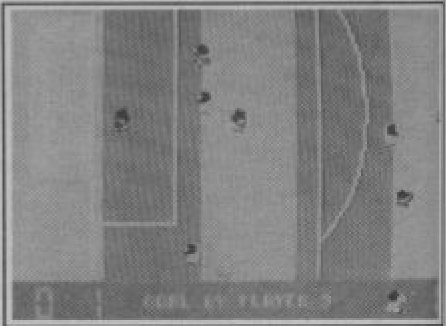
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KICK OFF

It's only now that the dark secrets of *Kick Off* on the Amiga can be revealed. Smashed computer cassettes, and promotional gimmicks, frayed tempers and freelancers torn limb from limb all bear testimony to the passions aroused by this game.

No real surprise then that we've been more than anxious to see how the 64 version was going to turn out. A couple of phone calls, a few pulled strings and one black disk later, and, I'm afraid to say, the results are totally disappointing.

The biggest difference is the game now scrolls horizontally rather than up and down, as we're all used to. The intelligence of the players has been reduced to that of lemon it seems. Instead of cunningly running into position, they tend to dawdle around doing their own thing. And it seems only fair to point out that they look a mess. The definition of the players is bad, blocky and unclear. The only thing that seems to have remained the same is the general game control.

Rather than utilise the standard kick and run techniques, *Kick Off* requires you to first trap the ball by holding down the fire button. Centre the joystick then steer the player to dribble, or release the button (with the stick held in the appropriate direction) to launch a shot or a cross. The demon slide tackle is still a formidable weapon in any player's arsenal, and you can instantly bring down the player who is in possesion. Watch out, though, this move will almost certainly bring you an instant booking.

The gameplay's too slow for you to act like a speed demon. Instead a tactical approach is required, which sadly reduces the high pressure feel of its 16 bit cousin.

The colour of the pitch is garish, the sound is bad, and so are the graphics. The general gameplay appears to be in the same minor league too. *Kick Off* 64 is a game which deserves a budget price. By all means take a look at it, but if you're expecting a good kick around give it a miss.

Mark Patterson

Anco
Price:
£9.95 cass
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SOUND	**56%**
GRAPHICS	**64%**
PLAYABILITY	**48%**
LASTABILITY	**49%**

49%

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It's rare nowadays to find a piece of software that hasn't derived from a film or an arcade machine or for that fact plagiarised from another top selling title. In concept and design, *Interphase* can be claimed to be wholly original.

The plot behind *Interphase* is pretty complicated. Set sometime in the future the ultimate form of home leisure entertainment has been created, the DreamTracks. Fully interactive dreams where the player can not only see and hear what's going on but smell, feel and taste the action around them. In order to produce a top selling DreamTrack the companies have to record them from particularly vivid dreamers. In order to produce a perfect dream to tape the companies make their Dreamers attend seminars where they are fed constant information until the subject of the seminar occurs in their dreams.

One such Dreamer was Chadd. He had just had a major DreamTrack recorded when he was sacked. It wasn't until then that he realised the full potential of his dream, it could destabilise and undermine the minds of the youth of the western world.

The only thing left for Chadd to do is to attempt to break in to the DreamTrack Corporation high security building and destroy the MasterTrack for his dream. The idea is for his girlfriend to enter the building while Chadd plays havoc with the security systems within the main computer.

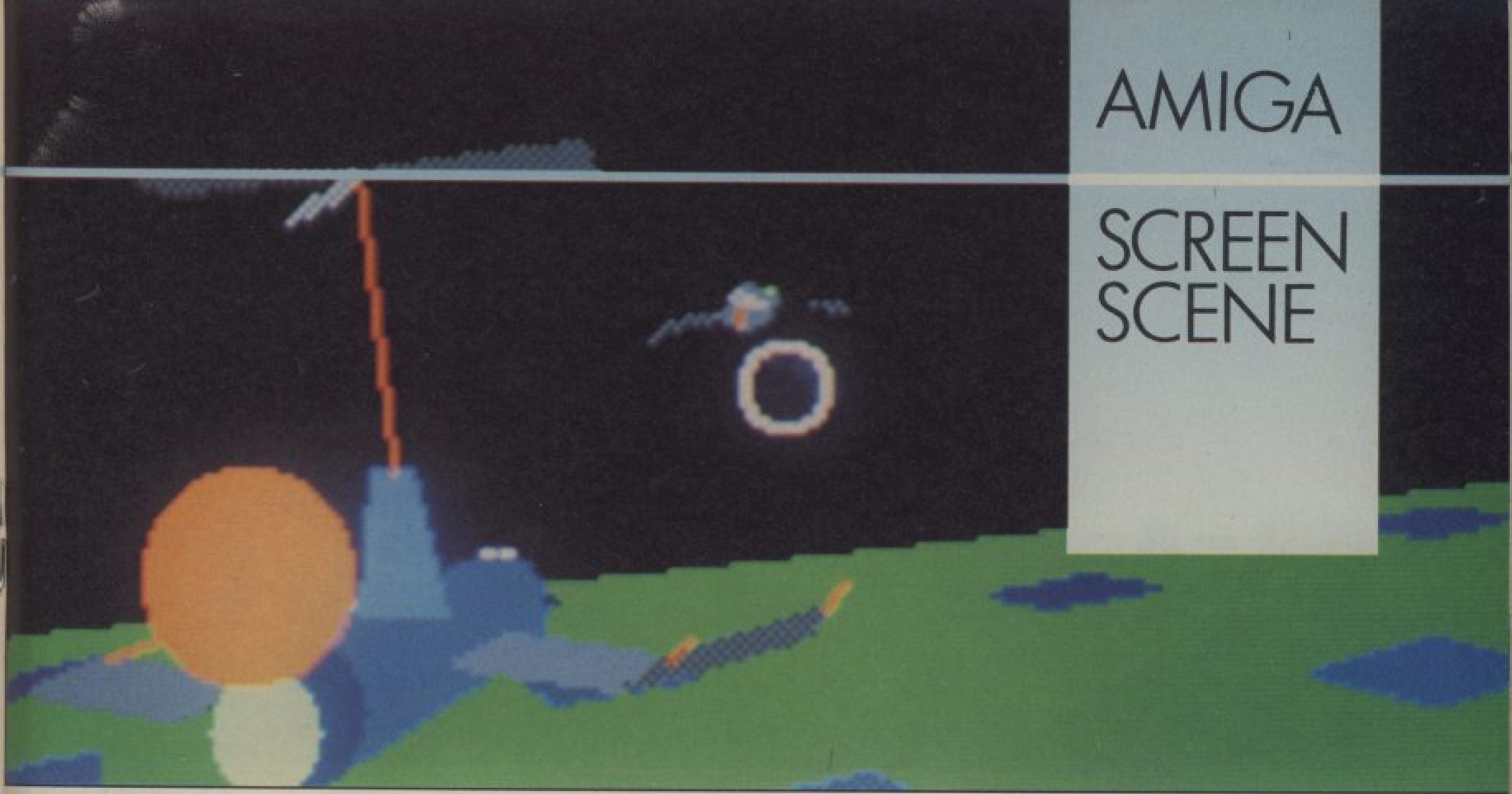
It sounds like a recipe for a shoot 'em up and that's what it is, plus a strategy and arcade adventure. The game starts with Chadd gliding down a *Powerdrome* style tunnel following a strange bird, then the entrance to the level one computer appears. The first thing Chadd has to do is check the blue-prints for the level and identify all the hazards his girlfriend must face. On level one the first step is to deactivate one of the two cameras in the main corridor. Take out the wrong one and the security droid will be activated too soon and catch Chadd's girlfriend; take out both and — beware — the robot will be left in the room she has to pass through.

The primary way of switching objects on and off or to open and close things is to destroy the

INTERPH



Mirrorsoft
Price: £29.99



One of the many hazards.

HASE





A hugely involving, original game.

switch inside the computer with a missile or your lasers. If the situation is such that something needs to be switched back again then you can use your tractor beam to carry a replacement part to the deactivated (denoted by a wire frame graphic) original. On later levels some components can be docked with and switched internally; these tend to be objects with more than an on/off function.

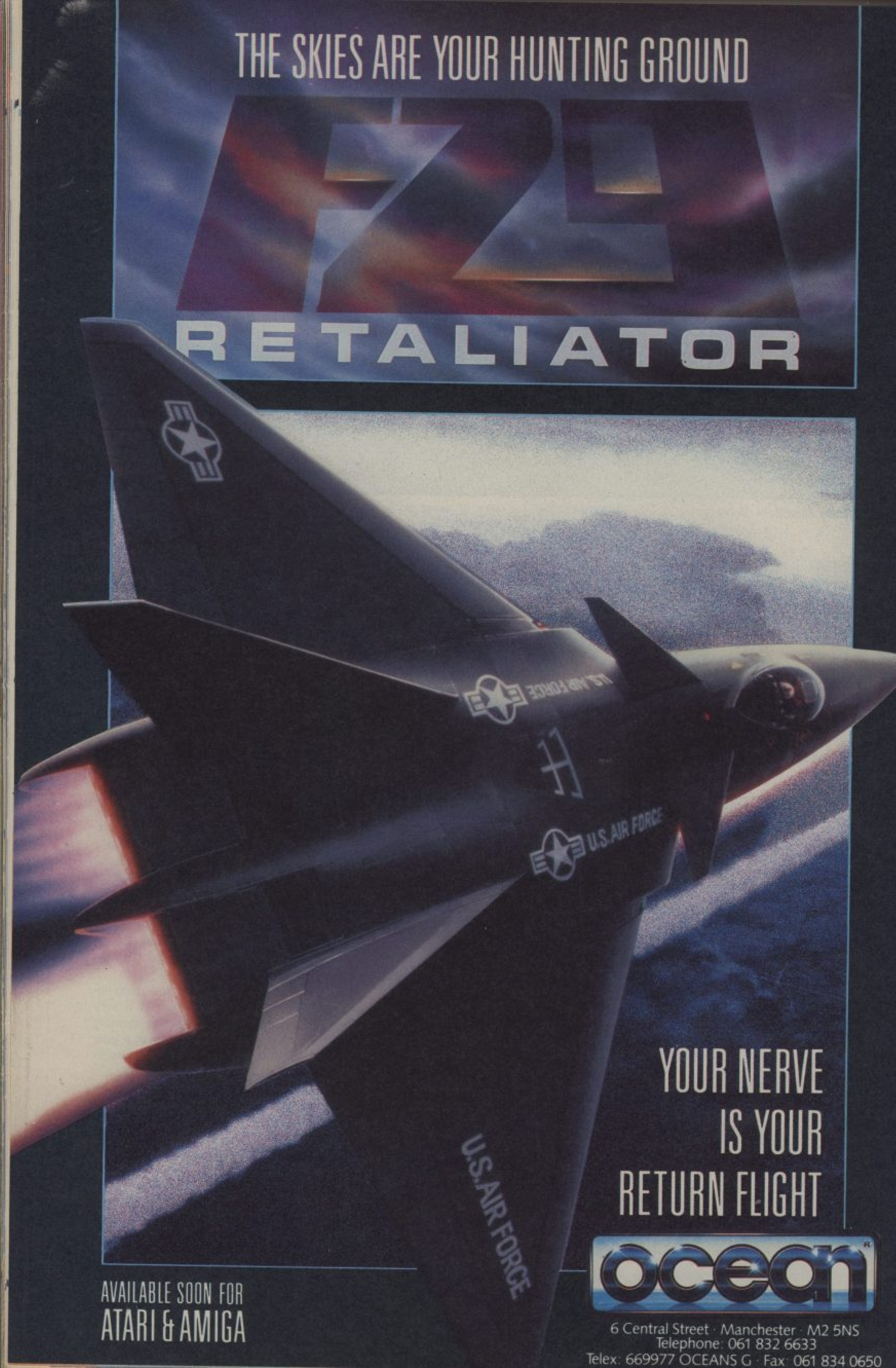
The goal for each level is for Chadd to guide his girlfriend safely to the lift and up to the next level. There are twelve levels in total with each one being broken up into several floors containing the relevant components. Unfortunately for Chadd the computer doesn't take kindly to having people blasting its circuits willy nilly, the resulting defence mechanisms manifest themselves as birds, helicopters and planes, none quite as nice as the overall favourite though, the unicycling frog. Most can be destroyed with Chadd's lasers but quickly reappear from the various generators around the landscape. Just as well Chadd brought along some guided missiles isn't it?

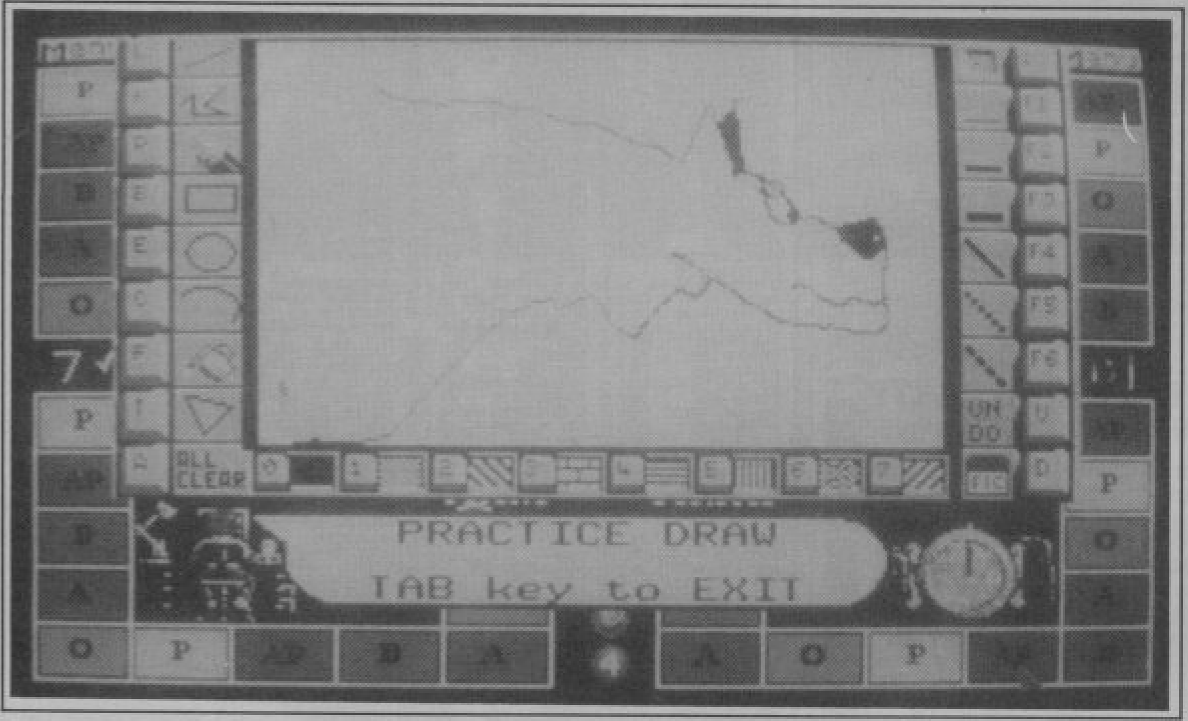
A huge, deeply absorbing interactive game which is a welcome relief. *Interphase* formally *Mainframe* has been over a year in development, but it's well worth the wait.

Mark Patterson

SOUND	**82%**
GRAPHICS	**89%**
PLAYABILITY	**88%**
LASTABILITY	**90%**

90%


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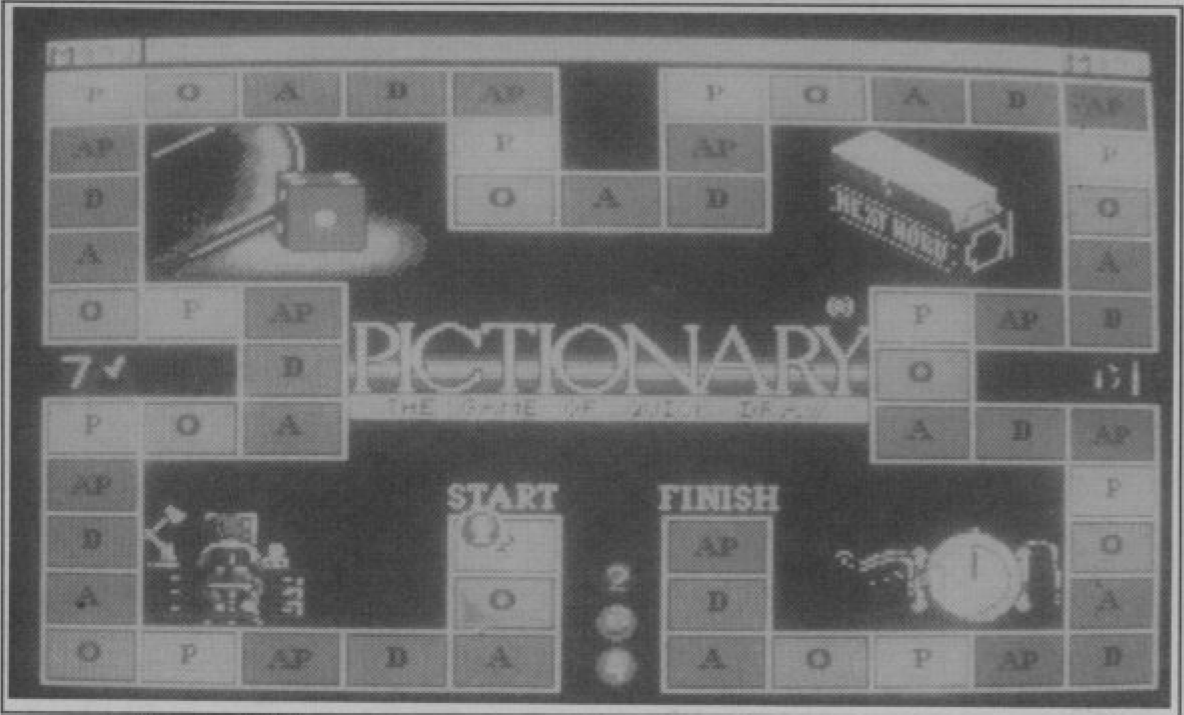
How much would you pay for the Ed's drawing?

PICTIONARY

Since the demise of *Trivial Pursuit*, everyone's favourite after hours board game is *Pictionary*.

What you do is come back home from the pub with your mates, steaming drunk, get out the game and get more drunk whilst you fall about laughing at everyone's pathetic attempts at sketching Monet's "View From Tower Bridge" or a banana. Well, by that time you can't tell the difference.

The idea behind *Pictionary* for those of you who never do those kind of things, is to move your counters round a board to the finish before anyone else. What a great game concept! But hang on there's more. ... You move by having the rest of your team guess what a doodle — specified by the square and a card — you've drawn is. There's a time limit so higher arts degree students can't produce charcoal, gouache or litho prints. It's all quite a laugh because generally, in the time you're given, most people's drawings are crap.



A game of skill and scribbling.

The problem with most board games is that when they're translated to the screen they lose much of their spontaneity. *Pictionary* sadly, is no exception. You are given a nice box to keep the game in, laminated, colour question cards, and are then expected to draw everything on the screen. If you don't split into teams (the game accommodates as many as six individuals) you don't get to draw anything at all — the computer does it. When the game is played this way it rapidly degenerates into a first-to-the-space-bar guessing game. Naturally the computer draws accurately so there's no fun to be had there.

When played in teams at least an element of human fallibility creeps in. You have to draw the picture on what is effectively a basic art package. Various options offer you the ability to draw straight lines, circles and use freehand to create your doodle. There's certainly amusement watching people's weak attempts to draw with a mouse, but it's painfully slow work.

Pictionary then makes little sense in translation to the computer, especially when you consider that the Amiga version costs marginally more than the board game itself. Sorry Domark, but no way can I recommend that.

Mike Pattenden

Domark
Price: £24.99

SOUND	**60%**
GRAPHICS	**66%**
PLAYABILITY	**56%**
LASTABILITY	**50%**

55%

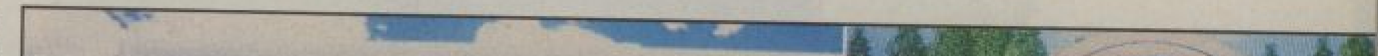
THE GAMES SUMMER EDITION

The latest in Epyx's now slightly tired athletic sims to appear on the Amiga is linked to the long forgotten Seoul Olympics, which is a shame because it's an improvement on their recent releases.

The Games Summer Edition allows you to compete in eight events: archery, cycling, the parallel bars, the rings, the pole vault, diving, the hammer and the 400m hurdles.

You may practice any event before bidding for gold against the computer or friends. Each player chooses which country to represent and then proceeds to the game. Several of the events are standard waggle type games but some require careful practice with the joystick before progress can be made.

Graphics are extremely varied due to the different events and are always to an exceptionally high standard. Animation is beautifully smooth and there's plenty of it too. There are some nice graphic touches too, as in the archery event, when a mole appears cursing in Korean if you bury an arrow in the ground. Sound is also good, and although spot effects are occasionally a little lacking the myriad of excellent tunes more than makes up for this.



Zing, zing, zing went the arrow.

Epyx have introduced new twists to some events that set *The Games Summer Edition* out from the rest. For example, in the hurdles and cycling the track moves relative to your athlete (rather than the other way round) by use of some excellent 3D routines.

Sensible control systems make it easy to get into the game straight away but cleverly designed events mean that much practice will be required.

The little touches of humour and style are present as in all Epyx games and they really do help to keep the player hooked until you can boast absolute perfection.

One gripe is that the program is on two disks and it doesn't recognise the second disk drive which means that a reasonable amount of disk swapping is required, nevertheless *Games Summer Edition* is a useful multi-format sports simulation software and I don't hesitate to recommend it.

Mark Mainwood



Turn around and throw.

US Gold/Epyx
Price: £24.95

SOUND	88%
GRAPHICS	94%
PLAYABILITY	87%
LASTABILITY	90%

80%



Neil Kinnock gets chased by aliens on the option screen.

LASER SQUAD

When the original 64 version of *Laser Squad* was released in March this year it received a more-than-healthy 92% and entered the CU hall of fame. The April deadline for the Amiga version came and passed and little has been heard since then. Until a new software outfit by the name of Blade announced their forthcoming Amiga release — *Laser Squad.*



Blasting a way in.

It was its simplicity which made *Laser Squad* such a successful game. The graphics are workmanlike, as is the sound, but the concept and the execution are exceptional. You are in charge of the crack Laser Squad and you have a number of missions to complete, whether they involve assassinating a drugs baron, laying siege to a major office block or rescuing buddies held prisoner in a mining complex.

At the start of each mission it's your responsibility to equip your team. There are various types of armour to choose from and a large selection of weapons and ammunition. At one end of the scale is the Marsec Auto Pistol, which is very low powered and cannot penetrate tough armour whilst at the other is the rocket launcher which can take out just about anything.

The deployment phase is next. Your troops need to be placed in set locations by the entrances to the map.

Each troop has a set number of Action Points which diminish with every action, even if you drop an object. If a player ends a turn with more than half of his total Action Points he automatically goes into opportunity mode (that is to say if the enemy passes his field of vision he gets what is effectively a free strike, so long as he's quick).

Essentially, Amiga *Laser Squad* bar from some improved graphics and its extremely atmospheric sound effects is identical to the 8-bit game. One final improvement has been to include the two original 8 bit expansion pack in the 16 bit version. No actual expansion packs are planned for this version.

Laser Squad is excellent, although I can't help but feel slightly put out by the lack of improvement to the original. But if you're somebody who likes the idea of plenty of over-the-top violence, explosions and some thinking you won't go far wrong with this little baby.

Mark Patterson

Blade Software
Price: £19.99

SOUND	**85%**
GRAPHICS	**67%**
PLAYABILITY	**88%**
LASTABILITY	**87%**

87%

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BEWARE...

If you're looking for something easy or a joystick waggling punch up – look elsewhere this is the fight game with reality.

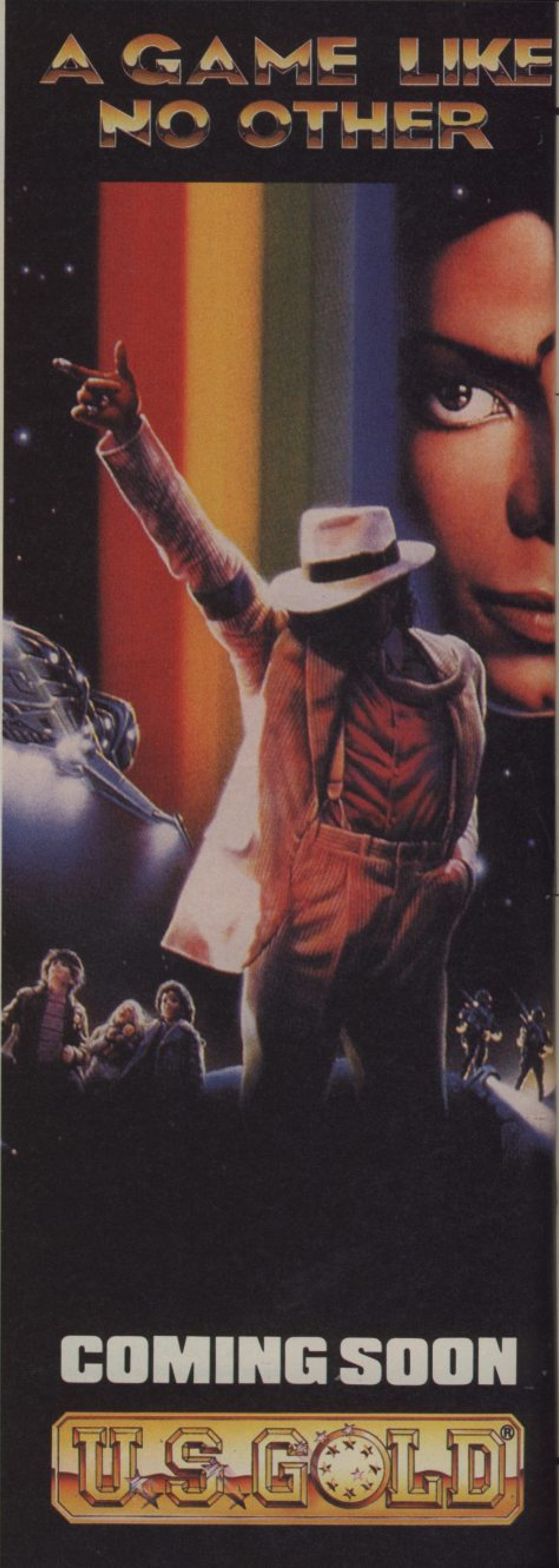
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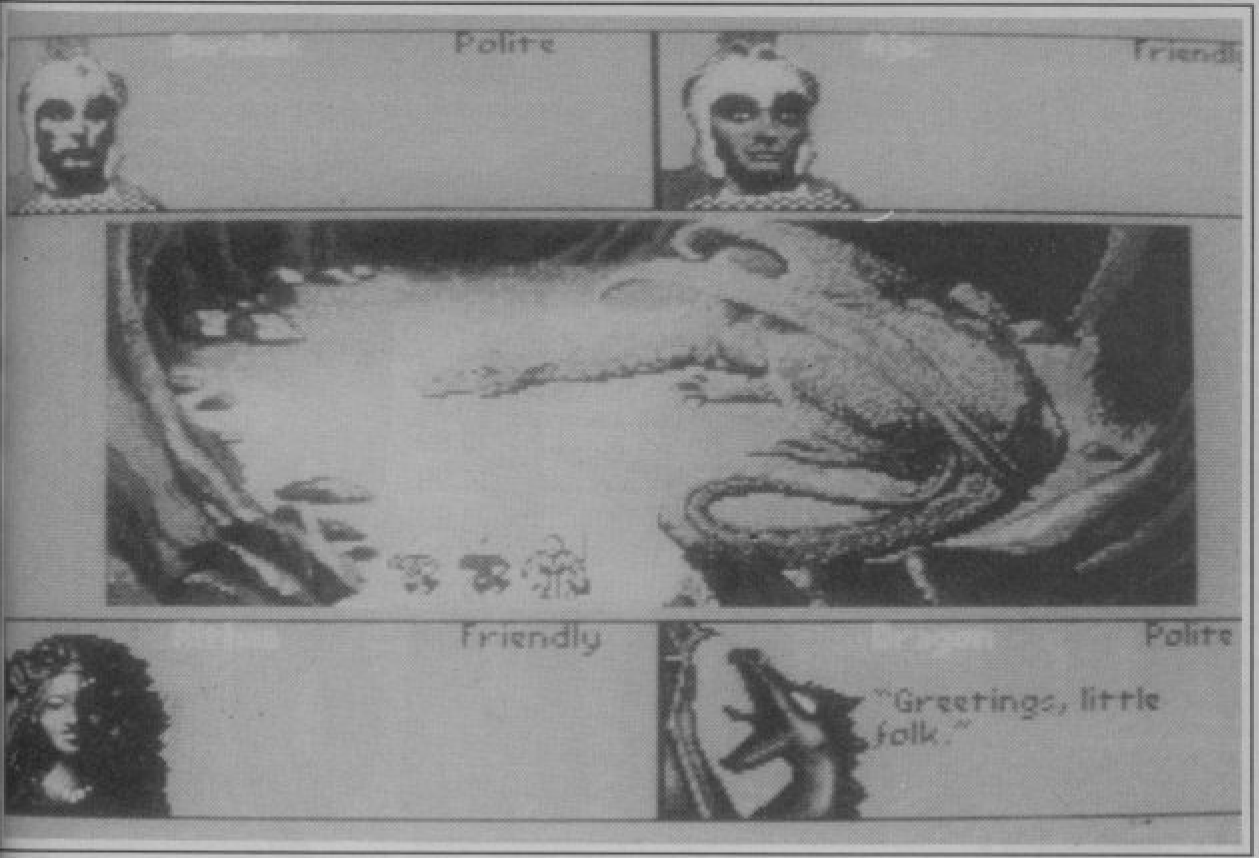
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SWORDS OF TWLIGHT



The dragon which guards the gate.

Swords of Twilight's instruction manual promises quite a lot. It's not just a game, it seems. If offers you "freedom of action in a world of wonder . . . short of first degree burns, this is as close as you can get to a dragon's breath or a wizard's fireball". Sounds pretty amazing, doesn't it? But what you actually end up with is a slow version of *Gauntlet* mixed with a poor clone of *Times Of Lore.*

As usual, an evil force has taken over the land. You are the only one who can save the world from its dark oppressors — that is you and two other brave warriors, both of whom can be controlled by computer or another player. Characters are chosen from a cast list of thirty-one warriors, all with different strengths and abilities. It's down to you to find a successful mix that will enable you to have both the physical strength to endure the wilderness, and the mental agility to overcome the obstacles and puzzles.

The game is played as a top view eight-way scroller. In three of the four corners of the screen are the pictures of the three characters in the adventure plus any relevant information. In the fourth corner is a picture of any other characters in the area. It's by using these windows that all the clever manipulation takes place. Pressing fire brings up a short menu, which in turn leads to others. You can move objects around, talk to people and change your temperament from *friendly*, to *wary* or *hostile*. If hostile, you can fight anything that moves. But the real problem with remaining hostile is that not only do bad guys tend to attack you more often, but sensibly enough, your own party spends a lot of time avoiding you.

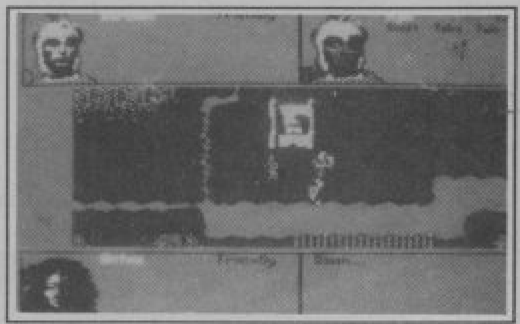
Talking to people seems to be the real key to success in this game, but having said that, I couldn't help but feel disappointed with the quality of dialogue. Each conversation consists of the bad guys asking who you are, and then you say something like: "I am Nobbin, son of Dobbin, and I am here to right wrongs, can you help us?" The bad guys refuse and then they depart. This is massively time consuming and adds to the problems caused by the loading system, which seems to load these characters up for no reason at all and then spends ages working our what to do with them. It's all so repetitive and makes the game very dull indeed.

The backdrops are samey and created from a limited set of blocks; the main sprites are equally unvaried, they just vary slightly different in colour. The scrolling is slow and jerky and a lot of objects are far from recognisable. The only graphic I found even remotely impressive was the large dragon that guards the gate to the next country.

There is a terrible tune that plays at the start and one or two spot effects; but on the whole the sound is poor. Considering that it doesn't look as if they used too much memory on the graphics, you would have thought they could have used a little bit more on the sound.

On the whole an uninspired RPG that's too simple to satisfy true rôle players and too dull to entice arcadesters.

Tony Dillon



A wander round pottytown anyone?

Electronic Arts
Price: £24.99

SOUND	47%
GRAPHICS	61%
PLAYABILITY	51%
LASTABILITY	39%

45%



COMMODORE USER SUPERSTAR

STAR COMMAND

The recent spate of SSI games, bar the AD&D licenses have been a little samey, so it was with some trepidation that I loaded *Star Command*, the game that promised to be everything I've been looking for. I can honestly say that after a dozen or so hours of constant play that it is not only one of the best games SSI have ever programmed, it's also one of the best I have ever played.

You, as Commander of eight sturdy young men and women must take on the known universe and most of the unknown one as you battle to save The Triangle. The Triangle, by the way, is the new human home. The old one, originally known as the Earth, was blown away by marauding pirates out looking for some fun.

The Triangle is so called because of it's three protective starbases. Within the Triangle is the only known place in the galaxy where any form of law and order exists. Outside pirates roam wild in small groups. They've never really formed much of a threat. Until now.

A particularly nasty pirate by the name of Blackbeard, has rounded together as many pirates as he can get his hands on and is now planning the first ever major assault on The Triangle. You must win the massive war that threatens to erupt at any moment.

But not yet. For now you must be satisfied with more menial tasks, yet even the simplest of jobs is fraught with danger. Take the first job for example. It seemed simple enough, just collect a shipment of ore from a mining colony on one planet, and drop the shipment off at another. Simple, only I didn't reckon on being set upon by a gang of pirates while approaching the starbase. I got a couple of shots in before they completely obliterated me.

And that's what this game is all about. Action, adventure and more battles than you could possibly imagine. Of course, it's just as full of options and different weapons as you'd expect an SSI product to be, and more besides. There are 16 types of human armour, 54 different weapons, 9 different types of starships, dozens of different weapons for your ship and loads more besides. It represents total heaven for an unbalanced lunatic like Mark Patterson. Sadly, the graphics aren't brilliant. They're restricted to small single colour sprites and lots of text windows. However, what's lost in aesthetics is more than made up for by the wealth of information at your fingertips. All controls are single keypresses picked from an on-screen menu. The sound is pretty limited too, the game's chief effect being a very clever impersonation of a digital alarm clock. Nevertheless there's already a degree of disk swapping involved. The inclusion of graphic and sonic frills would have meant at least a third disk.

The Triangle may not push the Amiga to its limits, but it has a level of gameplay and depth most conversions and licences can only dream of.

Tony Dillon

SSI
Price: £24.99



SOUND	51%
GRAPHICS	73%
PLAYABILITY	97%
LASTABILITY	98%

94%

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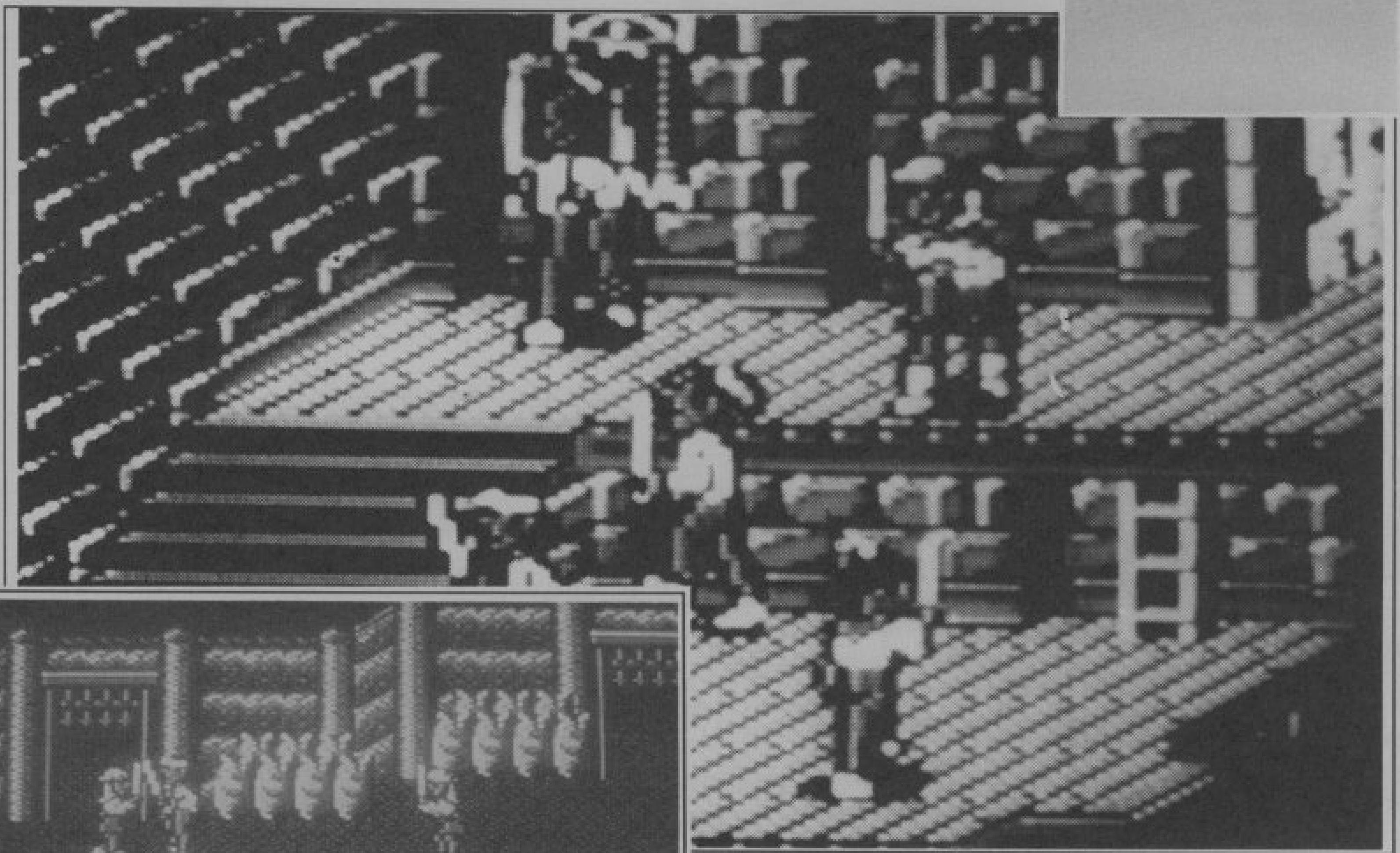
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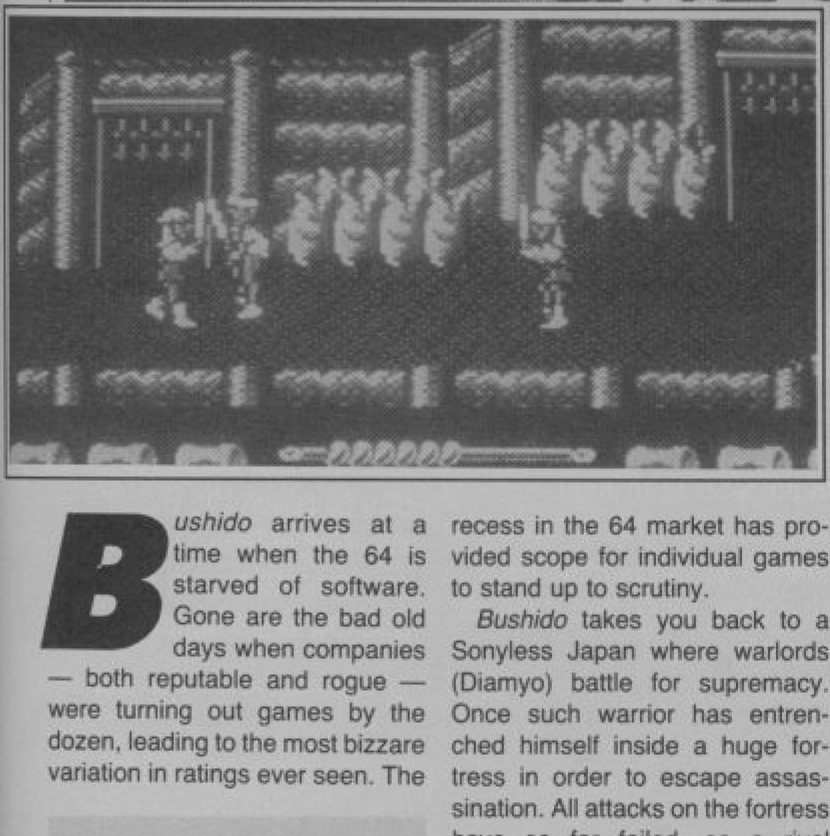
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BUSHIDO





Bushido arrives at a time when the 64 is starved of software. Gone are the bad old days when companies — both reputable and rogue — were turning out games by the dozen, leading to the most bizzare variation in ratings ever seen. The recess in the 64 market has provided scope for individual games to stand up to scrutiny.

Bushido takes you back to a Sonyless Japan where warlords (Diamyo) battle for supremacy. Once such warrior has entrenched himself inside a huge fortress in order to escape assassination. All attacks on the fortress have so far failed, so a rival warlord has decided to penetrate it with a lone warrior.

You select the character you want to do this mission. A monk might be well versed in martial arts; but when its comes to stealth or handling a sword he could end up doing more harm to himself than to others. On the other hand, a well armed Samurai is more than a match for anyone. Other characters include Ninjas and various types of warriors and scholars, each one excelling in his own particular field.

Once you're inside the fortress the name of the game, quite simply, is violence. Run into the fortress, do a bit of GBH, then try to find the clues and the equipment to get you through to the next level. Your antics make the game seem silly. When you search for objects you have to scale walls unaided, which makes you look like Spiderman.

You've got quite a lot to collect — pieces of armour, weapons, coins, keys, even ingredients for magic potions. Most items serve a very useful purpose: a wand will open chest and will give you a clue as how to find the entrance to the next level; armoured vests give you all-round protection.

If the unthinkable should happen and you're killed you are thrown out of the fortress, minus all of the objects you collected. Instead of the standard forfeit of a life, you age by the number of months it took you to heal. The older and mankier your character gets the more time he has to spend in training rather than fighting, until finally, you're old and wizened.

What *Bushido* lacks in graphics and sound it makes up for in action and puzzleability. Especially, its the riddles which help break the montony on what might have been a tedious kill 'em all game.

A fun offering from Micropose, especially for the games player who doesn't like his games to be too intellectual.

Mark Patterson

Microprose
Price:
£9.99 cass
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SOUND	79%
GRAPHICS	75%
PLAYABILITY	78%
LASTABILITY	75%

76%

100%

DYNAMITE

AFTER BURNER



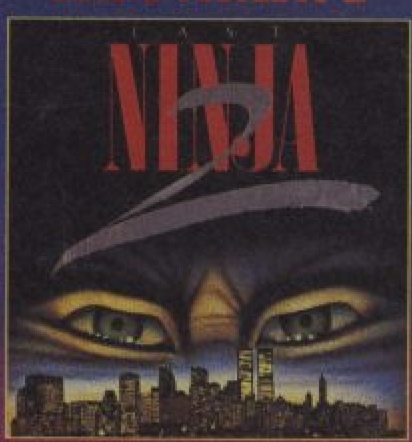
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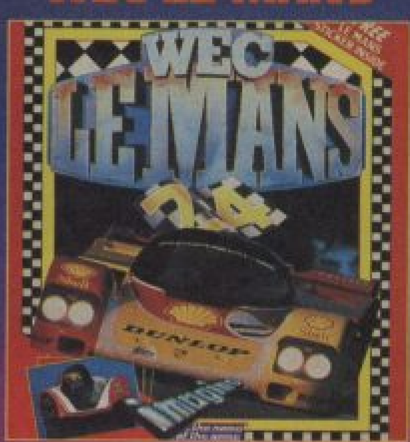
LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

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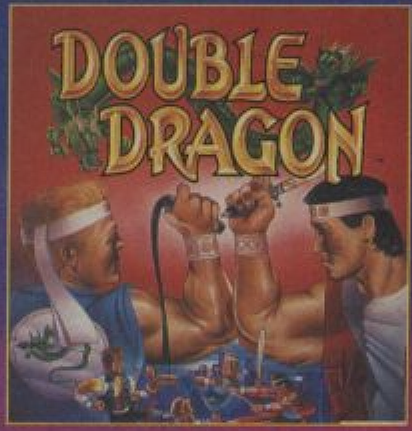
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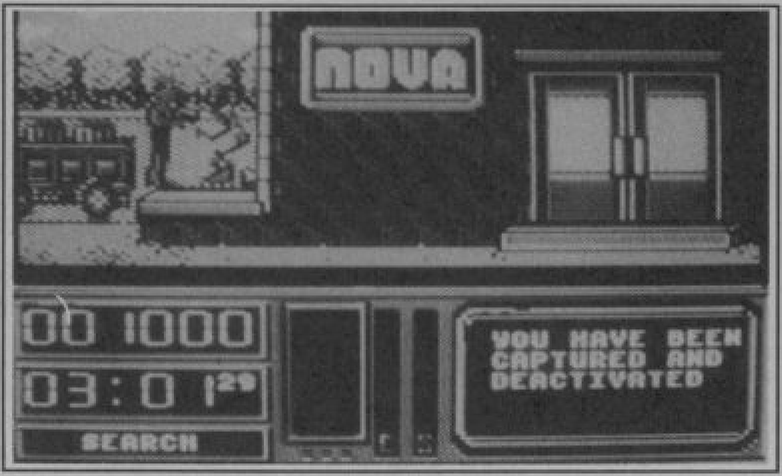
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CHEAPOS



Short Circuit

SHORT CIRCUIT

Hit Squad
C64

In a million-to-one accident, robot number five was brought to life, made into a film, then into a game. Unfortunately not everybody is happy with a multi-million dollar robot running loose.

It's up to you to stop robot five falling into the hands of his owners (who would quite happily see him rust) by guiding him away from security guards, then creating a dummy robot to die in his place.

Hardly well received when it was first released, *Short Circuit* seems to have matured with age and an eight pound price slash. An interesting arcade adventure which, at the price, should be enough for any potential robot ever.
(82%)

HYPERSPORTS

The Hit Squad
C64

You need to go back almost half a decade in the annuls of computing to find the original reviews of this near classic sports game.

Converted from the highly successful Konami coin-op, *Hypersports* was greeted with rave reviews from all sides. Incorporating cartoon style graphics, six testing events including sheet shooting, gymnastics and swimming, and traditional manic left/right joystick waggling. *Hypersports* is an excellent nostalgia trip that's well worth a look for any newcomers.
(83%)

Hypersports



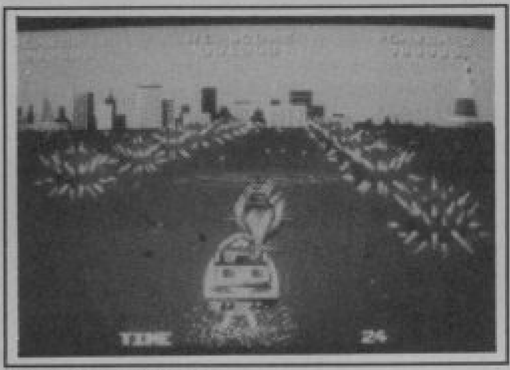
SPEEDBOAT ASSASSIN

Amiga
16-blitz

Speedboat Assasin is one of the first in a new range of budget games that promises you the cheapest, quality 16-bit software this side of a CU coverdisk. To be honest, I think they've blown it already, because this is a pile of crap right from the word go, apart from some rather natty scrolling.

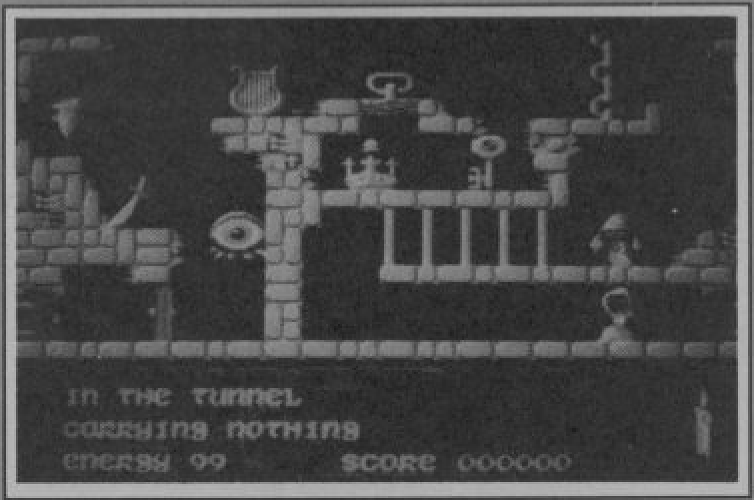
Played in the vein of *Live and Let Die*, you pilot a speedboat through a rapidly approaching barrage of mines, missile firing towers and enemy speedboats. To begin with you're unarmed but as you emerge into New York harbour you're greeted by a friendly helicopter, which ever so kindly leaves you a gun. Sadly, after that the game gets really tedious.

As I've said, the scrolling is fast and smooth, and some of the sprites are huge, but the 3D update is pretty average, and the collision detection is appalling. The sound is dull and the game is one big yawn from start to finish. That still makes it poor value for a fiver.
(38%)



Speedboat Assassin

CHEAPO OF THE MONTH



SORCERY PLUS

16 Blitz
Amiga

Now this has to be worth a fiver of anyone's money. *Sorcery Plus* is a 16-bit conversion of an old 8-bit classic. When the original was released it instantly became a cult classic in this building.

This is an arcade adventure along traditional lines. Rush around picking up and dropping items in a desperate attempt to unlock the wizards imprisoned behind doors around a maze of screens. If you want to know where Rafaele Cecco got the inspiration for *Stormlord* take a look at this. *Sorcery Plus* has neat, if minimal graphics, atmospheric sound and it's totally addictive. Cheapo of the month.
(84%)

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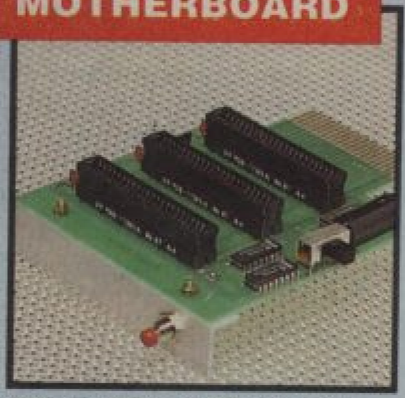


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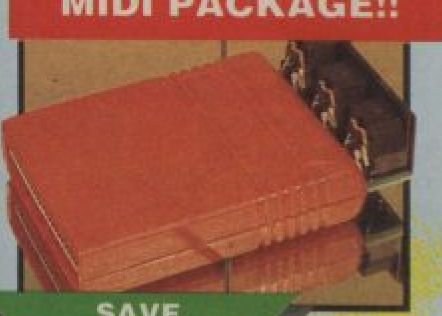
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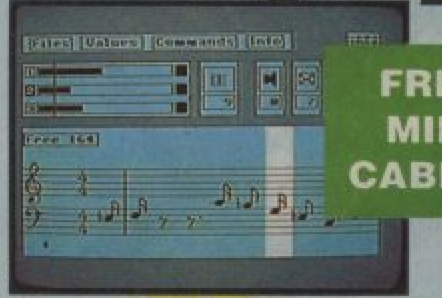


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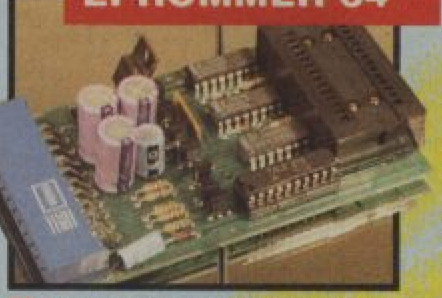
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CU UPDATE

We're road-bound, space-bound and going underground in this month's update. There's news of the 8-bit versions of two excellent Amiga games, plus a review of a newie from Dinamic.

OIL IMPERIUM

C64/128

According to new boy Mark Mainwood, Amiga *Oil Imperium* was a "real winner that will have you hooked for weeks", and just to back that up, he gave it 85% and a screenstar. The 64 version is not just similar to the Amiga, it's as perfect a copy as you could get, both graphically and in gameplay.

As before, you play an oil tycoon millionaire type, just starting off in the business along with three other companies (human or computer owned), and it's from this point that you begin the long, perilous climb to success through buying oilfields, drilling them and burning down your opponent's oilfields. It's all in the name of fun.

Graphically, the only differences are the slightly lower resolution and colour palette, and on the computer, the Amiga monitor has been replaced by a Commodore 1701.

A perfect conversion, if not actually better than the Amiga. A message to all 64 owners: You lucky, lucky people.

86%



Oil Imperium

MASTER GRAND PRIX

Dinamic
C64/128

MGP is a very fast, very frantic top view motorcycle race game that allows you to compete in the World GP, endorsed by none other than Jorge Martinez 'Aspar'. With that sort of game description, you have to sit down and think: 'Why haven't I heard any hype about a game that sounds this good?'. The answer is simple, it's pretty useless.

First things first. Regards the speed of the game, it is far too fast. When you race at top whack, and believe me you have to, you crash into a corner before you realise what's happened. Naturally, before you can race, you have to qualify. This is where the game falls apart. It is almost impossible to do so. The fastest time you can get without crashing and staying on the road for the whole course is always at least ten seconds — and you're only allotted that; so no race Amigo.

The graphics aren't bad, the scrolling is smooth and there are some nice effects. It's just a shame the terrible design means that you haven't a hope in hell of ever seeing the race, let alone another bike.

36%

WICKED

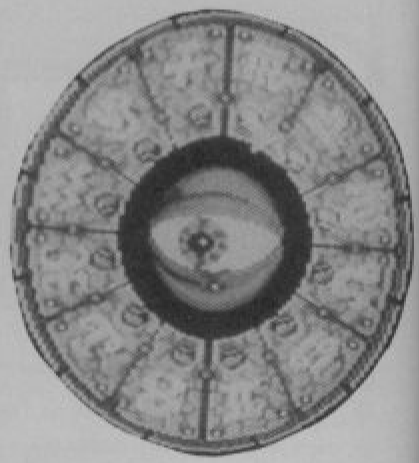
C64
Activision

The plot for *Wicked* is simple. Good and Evil are battling for supremacy throughout the twelve consetllations. In order to take control of a constellation the area needs to be free of the enemy's spores. This is accomplished by shooting the bad growths then collecting seeds and placing them in gaps on the screen in order to promote growth.

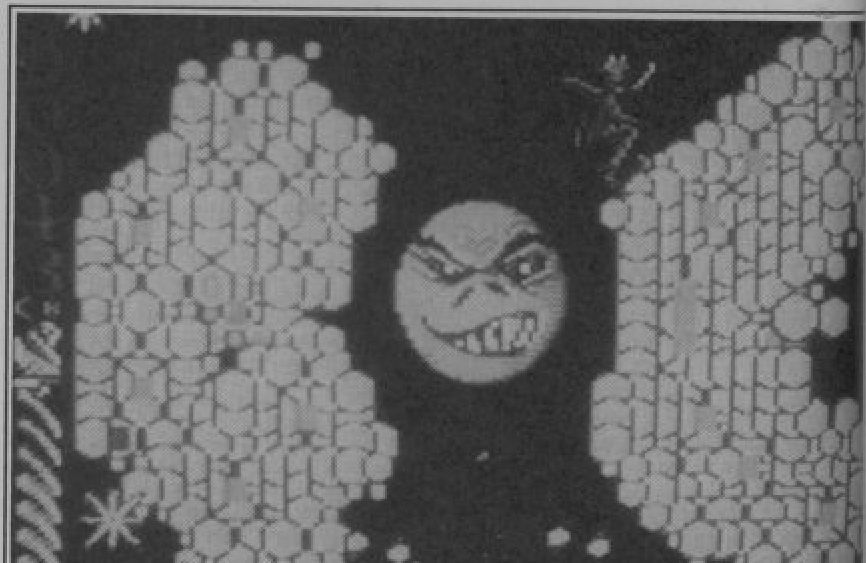
You don't get a running scoreline, but the character who has the upper hand is placed in the centre of the screen — a sun for good and a bloated blue face for evil. All of this and more has been retained from the Amiga version.

The graphics are fantastic, the sound is great. More important, the overall feel of the game has been converted perfectly. A faultless game which goes to show what can be done with a 64.

84%



Wicked



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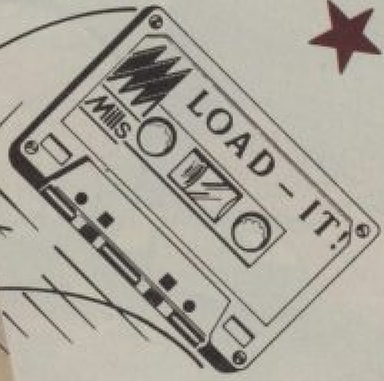
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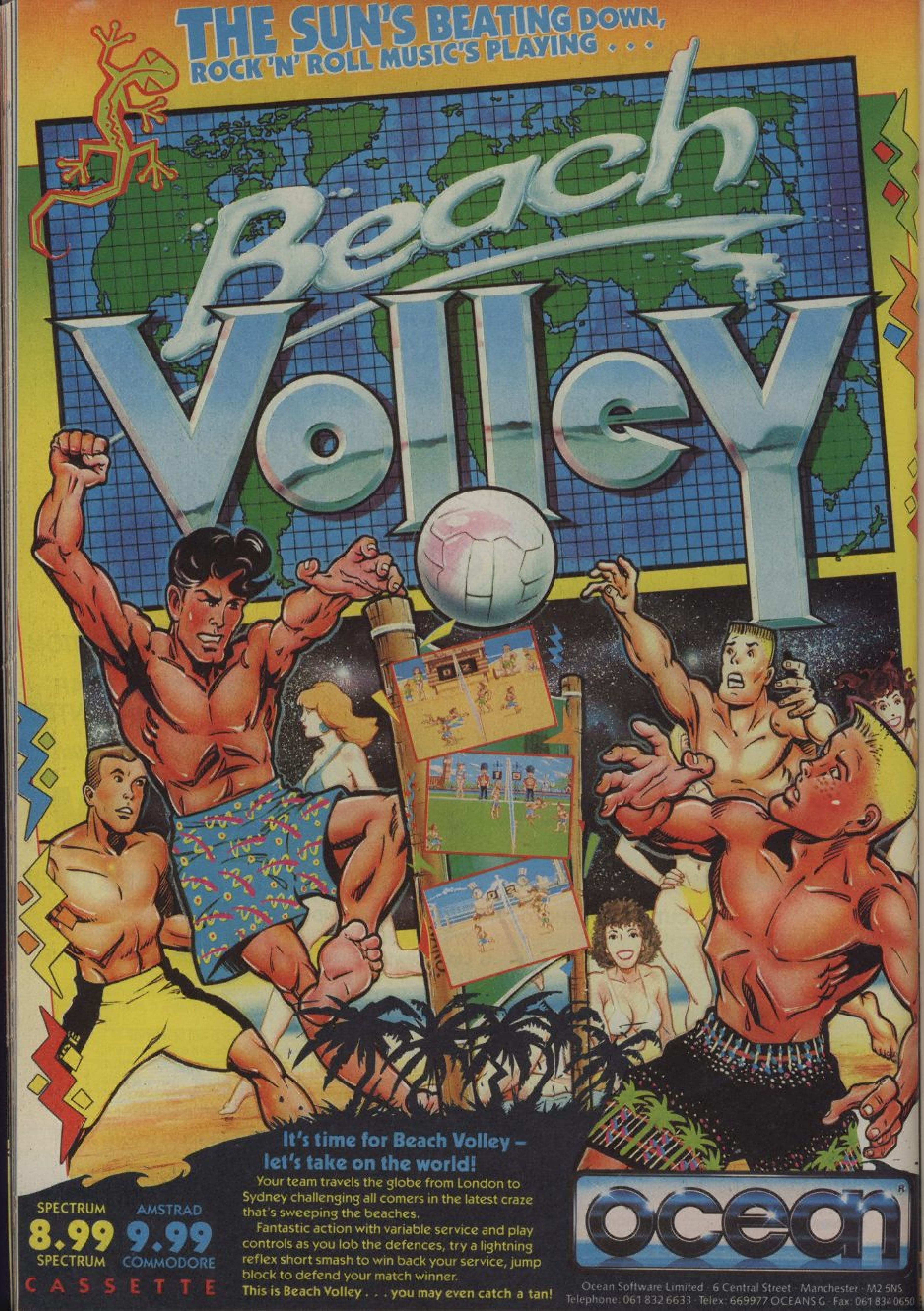
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CU LETTERS

Maturity

I'm writing this letter to bring some ideas to your attention.

But firstly I must say that you've done a fine job on maintaining an excellent computer magazine, but maturing at the same time. And luckily you haven't taken the 'baby trail' like some other magazines, where all readers are treated like four-year-olds.

Now, my first suggestion is the possibility of bringing out a collection of tips, say once a year, from the recent issues, bunging in a few more, and releasing it as a separate publication, in other words, not a poncy little thing cellotaped to the front of the mag.

Secondly, how about a helpline like the current, except only dealing in adventures? That would nicely complement Valley Rescue.

Finally, how about some more special articles. I disagree with people who want computer reviews and nothing else, for that makes a dull and quick read. The recent articles on special effects and jukeboxes really have nothing to do with computers but make a good read.

Sam Gibson,
52a North Deeside Road,
Cults, Aberdeen

Thanks for the compliments. A full tips booklet would be a nice idea, but to produce it separately would simply be too expensive and difficult to promote. There is a possibility of it happening as a supplement, though. We believe the features, as you point out, give the mag greater depth, but we'd disagree that they have nothing to do with computers. The gap between comics, film and music is closing all the time.

Handy tips

I recently discovered a couple of useful tips that you might like to pass on to your readers. If you have problems with the buttons on your mouse, try opening the case and putting a small piece of card (about 1mm in thickness), cut to the approximate size of the silver contacts, on the leaf contacts (I think that's their proper name), then replace the screws.

What happens in most cases is that the upper leaf will become indented from where the point of the button is continually pressing down on it, and ceases to operate correctly. Placing a small thin piece of card on the upper leaf contact ensures that instead of just a single point of the upper leaf being pushed on to the lower leaf, all of it is.

Tip 2: Recently I purchased some of those 'lifetime guaranteed unbranded' disks, only to find that some 50% of them came up with read/write errors when I tried to format them, Diskdoctoring also produced the same result. Then as a last resort I tried the Diskwipe function found on the Project D utility followed by Diskdoctor and they all formatted without a problem, thus saving me the cost and hassle of returning them to the supplier. Whether this was just something peculiar to my disks and A500 I'm not sure but it may worth passing on.

V. Kirby,
15 Trenchard Close,
Stanmore, Middx

Has anyone else got any useful tips? Like how to get stains out of your disk mat, or stop dust from fouling your monitor screen?

Smart arse

With reference to your 'motorcycle enthusiast' and the RVF Honda, as featured in The Last Word September '89 issue, I would like to point out that the Honda 750 RVF does exist. This machine is exclusively a works bike only available to 'factory' riders.

Also, the bike pictured in the advert is a VFR, being the VFR 750R (also called RC30).This bike is a road/race replica of the RVF, costs £9,000 and is available in limited numbers. A VFR 750F is also manufactured by Honda, this being a mass produced model, is not a race replica, and costs £4,800. Sorry about being a clever dick, but you may as well have the facts.

S. White,
16 Hatfield Gardens,
West Monkseaton,
Whitley Bay,
Tyne & Wear

Just goes to show doesn't it? The Ed has kicked The Last Word very hard in the goolies for not bothering to check its tip-offs. Apologies to Microstyle and all those who wrote in putting us straight.

German mags

After a long period of CU-less time I bought your mag again. With interest I read the letter of Simon Parkinson. It's worth knowing the differences to our German magazines.

The main ones are 'Power Play' and 'ASM'. In both you'll get many clues and tips for adventures, action games, game-machines and especially RPGs. None of them beat your 'Play to Win' column though. PP is relatively serious and very clear in its layout. ASM seems to be a little chaotic. They throw away their equivalent of Screen Stars in masses. PP's ratings are very good and are discussed each time. ASM tends to say things are either fabulous or awful. Yours are very good, too. Lastability is a unique feature. Not to be missed.

The best thing about CU is the colourful layout. It is an experience to study the reviews with bright screen-shots. You really get an idea of what's going on. Journey onward this path and you'll hold your German readers.

Thomas G. Joswig,
Nuerenberg,
Germany



There's no end to Keith Campbell's stamina. This month's Valley zips around the world (in somewhat less than eighty days) to bring you news of foreign software, a weather report from Bournemouth and does battle with the Smart Eggs. And, of course, there's much, much more.

INTO THE VAL

PLANETFALL

Come in Rolf Hay and Jens Koller! Here's help specially for you, all the way from Abu Dhabi! Asif Hassan says that you can't open the mural — but don't worry about it, all will be revealed when the time comes. Floyd is supposed to die, and there is no way into the radiation lab without dying. That was help? Guess you're back to square one, but at least you can give up trying on those particular problems. But Asif does have a more useful tip for you, too! Try setting the laser on a lower number. And as an extra hint, Asif adds: "the giant microbe is attracted to the heat of the laser".

STARCROSS

Here's Asif Hassan again, with some *Starcross* hints, requested in September's Valley. The disks are transporter devices, and the unicorn is just scenery. The observatory does have a use, but you need a piece of smoked glass first. "Have you ever followed the cleaning mouse around?" asks Asif. "The green rod is in the room that it goes to when it drops off the garbage. And the purple rod is up the sleeve of the dead alien in the wrecked spaceship." How you manage to get it, of course, is another problem.

SPACE QUEST I

And here's a warning to Chris Thompson, who was recently trying to discover the code for the star generator in *Space Quest I*. "If you don't have it, you may have to restart the game." Guess what? It's the ubiquitous Asif here again! "You have to go to the tape library in the ship at the beginning of the game," says Asif. "A scientist will stagger in and tell you a word, which you must then look up! But whatever you do, don't do it in the ship," he adds. "There is a tape reader elsewhere that will give you the code."

CASTLE BLACKSTAR

Mrs Cornish of Reading wants to go for a ride on a broomstick! Who can tell her how to make it fly?

PERSONAL NIGHTMARE

"I'm beginning to get quite frustrated with *Personal Nightmare*," writes Dennis Janssen from Amsterdam. "I've played this game almost every day for six weeks, and I have the feeling I've accomplished almost nothing." Dennis's main problem is an army of tin soldiers that keep shooting him. "The obvious way to prevent this is to destroy them before you go to bed, but I can't get the glass case open," explains Dennis.

THE BIG SLEAZE

"What do the two guys at the police station want, and what should I give or show the policeman?", asks Mitch Poomfret of Stockport. Mitch is also wondering when he should load Part 3.

Don't forget — there's help down here in The Valley, just waiting to come to your rescue! The Valley is a depression deeper than Marvin, at Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. There will be a reply dropping through your letter box, just as soon as I can sort things out for you. So get writing!

COMMENT

Adventurers disappointed by the dearth of good new adventures around these days, may be interested to learn that there are games out there that haven't seen the light of day in the UK. I came by a couple of Amiga disks recently, from a source in Italy, containing an American adventure with the unlikely name: *Scary Mutant Space Aliens From Mars*. The game was a pirated copy of what appears to be a commercial product — containing the classic credits: "Password Protection removed by Vision Factory & The Beyonders", and "Spreaded in Italy by FPL INC."

I was just beginning to enjoy the game's over the top spoof scariness, (". . . The side of the ship cracks open and a boarding ramp extends itself to

the ground. A strange yellow light is emanating from inside the ship. The whole scene is pretty scary.") when I came up against an apparently insuperable problem — I couldn't find the code (37 digits? But that's longer than the input field . . .) to log in to the alien ship's computer. This is also the problem facing Alessandro Cattaneo of Gallarate, also in Italy. I don't know whether or not Alessandro's is a pirated copy too, but the thought strikes me that the clue might be buried in the packaging, of which I do not have the benefit of owning.

No doubt the answer to this and other problems will emerge eventually, packaging or no packaging. All I can say is that it is a pity that Readysoft Inc., producers of *Scary Mutants*, have not released their game in the UK and other European countries. I would have welcomed an opportunity to review it. A game of this calibre is bound to lend itself to piracy if it cannot legitimately be purchased.

So there! Now, what have you all been up to this month? Here's an adventure that should have been exported — every single copy of it ever made . . .

★ I hope you can help me (seeing as I've got the same surname as you). I'm stuck in *Not A Penny More* etc. I got it for £3 but I didn't get a book. I cannot get anywhere, only to the residential homes. Also if you've got a spare book could I have it, pleeeese?

Tom Campbell,
Barlow, N. Yorkshire.

Campbell's Comment: No, you can't, Grandad. And I'm doing you a favour saying that! As for the game, throwing it away would probably be too good for it. I suggest you take it to where you bought it, put it on the ground, and jump up and down on it. It's even worse than *Mindfighter*, and that's saying something. Why on earth did you buy it — don't you ever read my reviews?

Now witness some low down grovelling . . .

★ Here's an apology. When I last wrote to you I said you had published a clue for *Fish* straight from the hint section from the booklet. This 'hint' appeared in another magazine, so sorry about that!

Helen Moore,
Auckland, New Zealand.

Campbell's Comment: It's against my religion to talk to readers of other magazines, but as it's not Sunday today, I'll make an exception! So here's another tip. Stick to CU in future!

Oh no! What's this? Not another solution to that basement problem.

★ In *Rigel's Revenge* I believe the true solution to the 'basement' problem is not as M Ferris (CU June 89) says to put everything through the window one by one! This is tedious, and I am sure was not intended by the programmers to be the proper solution. The easiest way, and the one I believe to be right, is to DROP ALL and then PUT ALL THROUGH WINDOW. This is a lot easier and quicker!

Mitch Pomfret,
Bramhall, Stockport.

Campbell's Comment: It might be, but I still prefer the fun solution . . . So I phoned Smart Egg on their latest number, to settle the matter once and for all. "Is that Nigel?" I asked. "No it isn't," answered a helpful fellow at the other end. "Is Nigel around?" I continued, with determination. "Dunno!" came the response, and with that he put the phone down. Charming!

And finally, how are those sunbathers doing down in Bournemouth?

★ Down here in beautiful Bournemouth the sun is no longer shining, the surfers surf no more, and it pisses down with rain all day. The holidaymakers have been renamed to haemorrhoids because they are a pain in the arse and always come in groups.

We, the intrepid explorers of Bournemouth, have become intrepidly stuck again. This time on Arazok's tomb. There are a few things we're unable to accomplish!

1. Get into the transporter tube
2. Use the Vioro Screen
3. Kill the snake

Hope you can help up or we will have to stay in all day and see who will be the first to fall asleep on *Elite*.

Dan Stride,
Somerford, Dorset.

Campbell's Comment: Along the coast not a million miles from Hove (Brighton, actually) mowers have started mowing again, but hoses haven't been allowed to hose. With the holidaymakers gone, we hope soon to have a little H_2O for a while, before it's all sold off. Er, what was the question again?

ADVENTURE CLUES

QUEST FOR THE GOLDEN EGGCUP:

Release the caged bird to get rid of the Guardian.

POOL OF RADIANCE:

To clear the Barren River, use the teleports, and throw three rocks. Keep doing this until you get to an L-shaped corridor. Then go to the teleport in the front, and do it again. Go through the door, and destroy all the equipment — but don't kill the Lizardman.

QUEST FOR THE GOLDEN EGGCUP:

Wave the wand to cross the crevasse.

THE BIG SLEAZE:

The sliding doors are a red herring. Push the obelisk and open the grille with a crowbar. To use your torch, look inside the office safe!

SHADOWS OF MORDOR:

Get Sam to help you drag the logs.

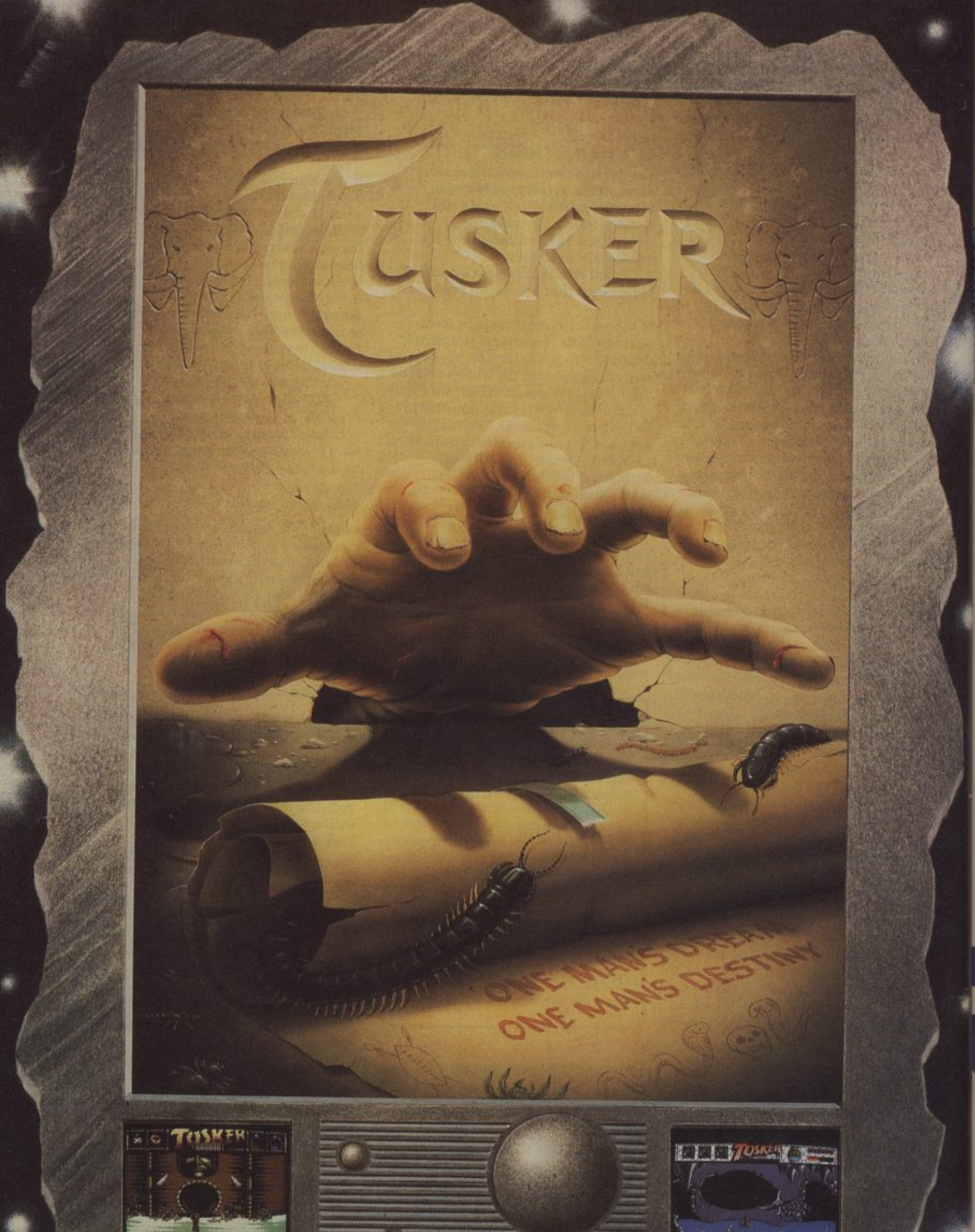
SPACE QUEST I:

Use glass from the pod to reflect the light beam.

SPACE QUEST II:

Climb the dead tree to cross the chasm!

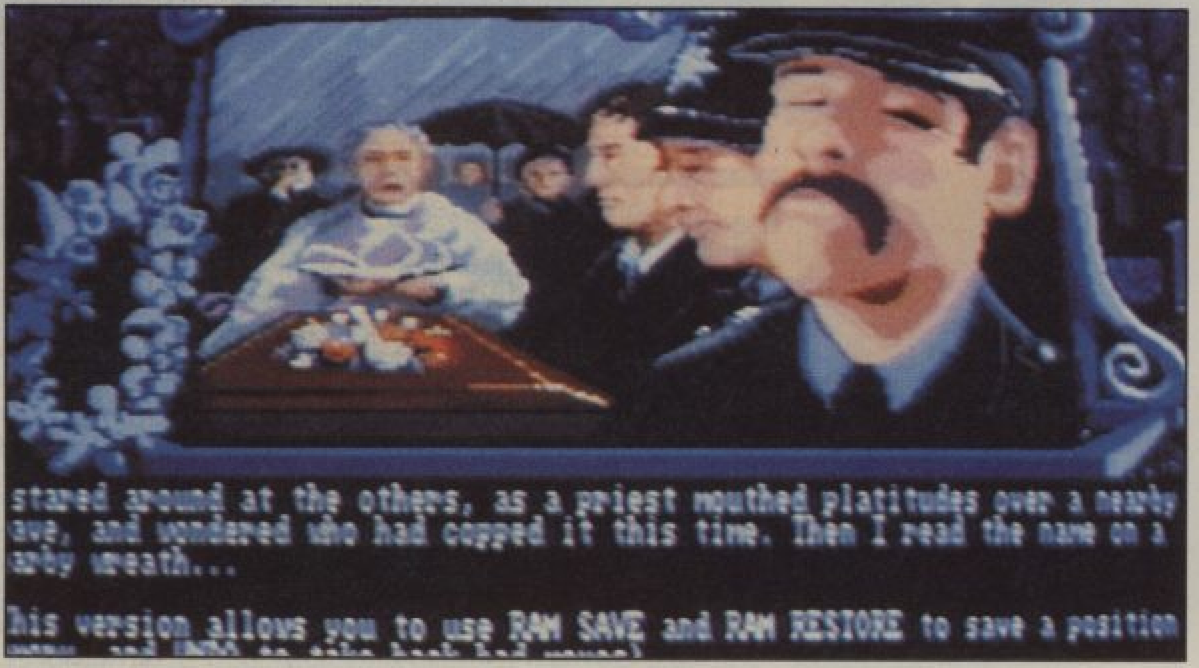
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SCAPEGHOST

"It's not easy being a ghost. To start with, picking things up is extremely difficult, and even when you master the art, most everyday objects are just too heavy to lift. But it has its compensations. The company is great, for one thing. Well, at least, the lot in my cemetary are. Violet has stopped moaning, and Edith has stopped worrying. David's still a bit of a show-off, but I can put up with that now I've proved my worth. Once I'd sorted out the row between Bert and Edna, a couple 're-united in death', I found they'd do anything to help me.

"By the way, I'm Alan Chance, ex-cop. The 'ex' is because I was set up and murdered during a drugs raid. Now that I'm deceased I know who was behind it — he gave himself away at my funeral, when he didn't realise I was watching! Now all I've got to do is get my kindred spirits to help me to make sure he gets his just deserts, and clear my name."

Scapeghost, sadly, marks the end of an era. It is not only the latest, but the last ever traditional adventure from Level 9, who are moving on into the world of 'arcade oriented' products.

The usual Level 9 high-level commands are supported, such as GOTO, UNDO and RAM SAVE. The graphics are of the pull-down type, and with Level 9's multi-tasking system, the prompt often returns before a new picture has displayed, speeding up the action. The artwork is rather low-key, and disappointingly, less exciting than the standard achieved in *Ingrid's Back*.

But an adventure is nothing if its puzzles do not satisfy and entertain. In part 1 of *Scapeghost*, they're nicely pitched. First there's a learning phase, in which the player has to come to terms with his new "body" and learn how to carry objects as an insubstantial ghost. Next comes a recruiting phase, where the player needs to persuade his fellow ghosts to carry out his commands. Here clever use is made of 'WAIT n' when speaking to other characters (where 'n' is a number of moves) in order to ensure their efforts are co-ordinated. All this is necessary before the final problem in Part 1 can be cracked, which is to delay the gangsters from recovering the drugs.

I found the whole part very playable, making extensive use of GOTO and RUN TO to move automatically across the cemetary. There are some gentle clues in the replies, which avoid leaving the player high and dry without any idea of what to do next.



Having delayed the gang's plans in part 1, in part 2 you'll be concentrating on collecting clues to aid the police, whilst finally, in part three, you'll have to rescue a hostage and prevent the gang from destroying evidence.

This novel story line comes from an idea by Sandra Sharkey and Pete Gerrard, and with Pete Austin's design and the Level 9 adventure system, combines to make a very original adventure which is enjoyable to play. It is all the more of a disappointment to learn that *Scapeghost* is the end of the line. Think again, Level 9! When you are rich from the best pickings of the arcade world, please find time in your schedule to throw the occasional crumb to those loyal adventure fans who helped you make it.

GRAPHICS:	**78%**
PLAYABILITY:	**91%**
PUZZLEABILITY:	**94%**

95%

HELPLINE

RESPONSES

INTERCEPTOR

I'm answering **H10** who wants to destroy the submersible aircraft carrier. Aim directly for its turret and unlease a huge volley of missiles. More often than not this will do the job.

Mark Patterson, somewhere in Commodore User.

POLICE QUEST

To get the first part of the quest underway drive around until you are directed to area B2 by the radio; things should pick up from there. . . .

Andy Phang, Western Australia.

ELITE

To get into the hacker screen type 'SARA' when first prompted for the start up password, then enter the correct code. During the game press the "★" key and hey presto, you're in. Now you can enter the following bytes:

Byte	Value	Result
18	FF	Loadsamoney
23	02	Large cargo bay
24	01	ECM system
26	01	Pulse Laser
28	01	Beam laser
2C	01	Escape Capsule
2F	01	Energy bomb
32	01	Docking Computer
34	03	Galactic hyperdrive
36	01	Mining Lasers
38	01	Military Lasers
3C	01	ECM Jammer
3F	01	Cloaking Device
40	01	Food
47	01	Textiles
49	01	Radioactives
4C	01	Slaves
50	01	Liquor/Wines
54	01	Narcotics
5C	01	Computers
63	01	Machinery
67	01	Alloys
69	01	Firearms
6C	01	Furs
72	01	Minerals
75	01	Gold
79	02	Platinum
83	01	Gem Stones
84	01	Alien Items
88	01	Unhappy Refugees
8C	01	Thargoid Documents
9F	10	Mission 1
9F	20	Mission 2

To be given a mission, dock with the nearest space station.

Jonathon McDelland, Northern Ireland.

MANIC MINOR

In answer to Abigail Stead's plea for *Manic Minor* we have a poke, unfortunately they require the machine to be re-set. So wham in the cartridge or the paper clip (remember kids, CU accepts no responsibility for blown computer fuses or major chips that might be incurred).
Then type in
Poke 16573,234 (return)
Poke 16572,234 (return)
Poke 16571,234 (return)
SYS 16384 (return)
All that and you get infinite Willy's.

Steven Tsony, Fiern Barnet.

RIGELS REVENGE

Get goggles, wear goggles, search body, get satchel, wear satchel, W, examine door, untie wire, push bed, push bed, get gun, open door, tie wire, W, W, W, get bone, follow tracks, E, E, E, E, E, N, E, D, E, N, examine sink, get medikit, up, pull bar hard, wear medikit, remove suit, remove satch, put gun in satchel, press red button, remove medikit, pull bar up, put all out of window, climb out of window, get suit, wear suit, get medi, wear medi, get bone, get satch, N, press green button, wear satch, open door, S, up, drop bone, get bone, up, W, S, SE, up, S, press green button, jump gap, D, E, S, S, up, E, E, get gun, E, get screwdriver, put screwdriver in satchel, get rubble, E, throw rubble at light, wear goggles, E, get Rigelian uniform, wear headphones, turn dial, push switch up, W, S, E, D, turn dial, get bomb, up, up, E, (keep going SE until you reach a path going east, wear uniform, E, introduce bomb.
Now save the data for level two.

And that answers **H7** from Ada Francis

Phillip Breslin, Leeds.

ENQUIRIES

ALIEN SYNDROME

I'm the owner of a Commodore 64 and I need help in a game called *Alien Syndrome*. If you know of a poke for infinitive lives I would be mot grateful.

Also I need some tips to finish *Knightmare* on the Commodore 64.

Scott Billson, Leics, **Ref J5.**

ROAD BLASTERS

I need a poke for *Roadblasters* on the Amiga, I keep running out of fuel. I also need a poke for *Combat School* on the C64 as I keep dying on the mission. I also need pokes for *WEC Le Mans* and *Last Duel* on the C64.

Daren Payne, Oxford **Ref J6.**

KRISTAL

I have a problem. I am absolutely stuck with the *Kristal*. If someone can give me the answers to these questions I'd be more than grateful.
1. How do you get the object in the right hand trunk on the surface of Meruvia?
2. How do you (if it is actually possible) land at Magno?
3. What does the belt of invisibility do?
4. How do you use the psychisorber?

Paul Hayman **Ref J7.**

L.E.D. STORM

Could anyone be able to give me a poke or listing (e.g. infinite fuel) for *L.E.D. Storm* (64 version) on disk? Because when I get to level four, there is a snake-like row of cars that is IMPOSSIBLE to get past.

A. Wade, South Australia **Ref J8.**

OPERATION WOLF

Please, please help me with *Operation Wolf* (Amiga) as I keep kicking the bucket! I bought the game after the good review in CU, but I now totally agree with the reviewer — it's HARD! DIFFICULT! IMPOSSIBLE!! Can anybody give me a poke, cheat mode, or listing for infinite ENERGY (not infinite ammo as that was already published in CU a few months back)? Please help! The most annoying thing is, everytime I die (stage 2 upwards), I've got to swap disks to reload the whole thing. Aaargh! Despicable, Ocean,

Thanks, as ever, to everyone who sent in a letter.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

PLAY TO WIN

Despicable!
Andy Phang,
Australia **Ref J4.**

DENARIS

A few weeks ago I bought *Denaris*. When I got home and switched on my C64, to my dissapointment it didn't load. But after fiddling with the tape recorder I got it to work.

I soon got up to the big monster only to find I couldn't get past it.

Please can you help me?
Matthew Davis,
Hampshire **Ref J3.**

CUSTODIAN

Has anyone out there got a poke for the Amiga game *Custodian*? or even a cheat will do. It is too hard. How many pods do you need for the first level?
Jon Hassel,
Sussex **Ref J2.**

DRUID II

I have had *Druid II* for the Commodore 64 for quite a while now, but I still cannot get very far. So please, please can someone out there give me a listing for infinite lives and/or energy.
Neil Simpson,
Surrey **Ref J1.**

DRAGON NINJA

I need help with *Dragon Ninja* for the Amiga. There was a hack for this game on the CBM 64 in the April issue but there hasn't been any pokes or listings since then for *Dragon Ninja* on the Amiga. Jumping the gaps on level 2 and 5 is difficult. I seem to fall through the gap and end up losing a life. Could someone send in a poke or listing (preferably a poke) for this game? The end of level enemies on level 3 & 5 are difficult. I lose a lot of energy on these two enemies. Any help would be appreciated.
Warren Gardner,
Essex **J11.**

THUNDERBIRDS

Please help me. I have had this game for a few months now, I have completed Mine Menace (1) and Bank Job (3), but please could you tell me how to do part of SUB CRASH. I have shut down the reactor, set off the rear torpedoes, and both characters have an aqualung. When I get to the doors by the flooded compartments it says the water pressure is wrong. What's wrong, please tell me how I use the aqualung, get in the water and resurface the sub. Great though.
James Nicol,
Colby **J9.**

NEW ZEALAND STORY

Through recommendation I bought a copy of the August issue of CU. After reading I found that CU is very colourful and provides a lot of information especially the Helpline. I am poor at playing games, as such. Can anybody please help me with infinite lives for *New Zealand Story* on the Amiga.
Thank you.
Shirley Tan,
Singapore **J10.**

AUF WIEDERSEHEN MONTY

About a year ago I bought *Auf Weidersehen Monty*. I have been playing it ever since I bought it but I always run out of lives at Denmark. Sometimes I can't even get that far! I have heard of a cheat mode that gives infinite lives but I cannot find it anywhere. So please can send it in, I will be waiting with bated breath!
Niall Saville,
Notts **Ref J15**

POOL OF RADIANCE

I've got three little problems with *Pool of Radiance*. I hope you can help me with it. First of all I don't know how to clear Valjevo Castle. I killed Tyranthraxus and a lot of giants and guards but they keep coming. Then there is proclamation LIX (it's the last proclamation I've got). I don't know exactly what it was because I lost my book in which it's all written (stupid me) but I think it's the one to rescue a family or a boy. (I already rescued a boy from the Merchant's Camp). So how do I finish that last proclamation? And finally, where is that famous Pool of Radiance that everyone talks about? I searched everywhere. I tried every wall if it was a secret passage way, but bad luck. By the way I have CBM64 version. Please help me so I can finally finish the game. Thanks to everyone who is able to help me and excuse me for my bad English (I am Dutch).
Joeri Piet,
Holland **Ref J16.**

SPACE QUEST

Can anyone out there put an end to these sleepless nights? I need hints, tips and clues on Amiga *Space Quest 2*. How can I get past the swamp? HELP!!
J. Cook,
Somercotes **Ref J14.**

CASTLE OF TERROR

HELP!!! — I have the computer game *Castle Of Terror* and I am really cheesed off with it, no matter what I try I just can't get into the castle, I'm beginning to think it's impossible. Can you help me please, oh, and also how to get into the church and to move objects? Thankyou.
C. Ranford,
Birmingham **Ref J13.**

LAST NINJA II

I have been playing *Last Ninja II* since Christmas and, no matter how many times I've tried, I can't get onto the helicopter ladder at the end of Level 5. Somebody out there PLEASE — HELP!! Where do I jump from? Which direction do I jump?
John McColl,
Scotland **Ref J12**

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

The sender of each letter published will get a free piece of software. This month's winners will be getting an Amiga or 64 copy of *Shinobi* (specify drive).

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a **separate sheet of paper.** Likewise, if you send in a response but have an enquiry too. That way we can file everything in neat alphabetical files.

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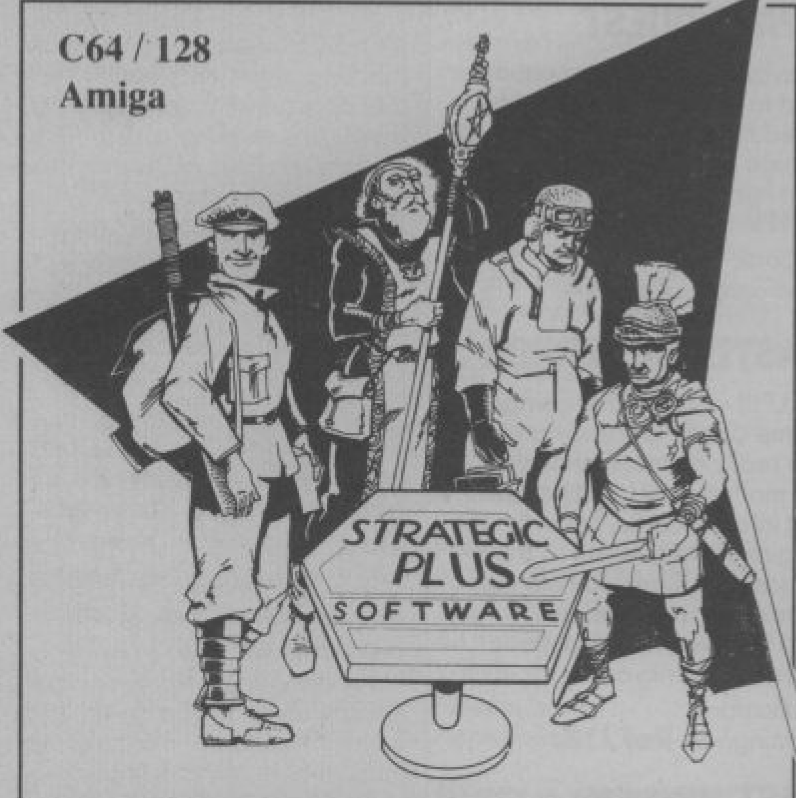
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PLAY TO WIN

POKES

If you're thinking of submitting material to Play To Win try to follow these guidelines.

1. All pokes need to be clearly written and accompanied with instructions (preferably for new games);
2. Tips need to be concise and to the point;
3. Maps need not feature complicated artwork as long as they are clear and self explanatory.

There will be a software prize for anything printed.
Send all submissions to:
Play To Win, Commodore User, 34 Abbots Court, Farringdon Lane, London, EC1R 3AU

AMIGA

FORGOTTEN WORLDS

Try typing ARC followed by help on the title screen then during the game N for the next level and S to make a shop appear.

FALCON MISSION DISK

If you're running low on ammo press X SHIFT and CONTROL to top up all your missiles.

BATMAN THE MOVIE

Go up the first ladder then right as far as possible. Go up as far as you can then left avoiding the acid. To jump the gap at this point, swing the rope in a diagonal and rather try to get to the other side climb up the platform. Go up as far as you can, right, then down, stay just under the wall on this bit to avoid the bomb thrower. Go down as far as you can, right, up as far as you can, right, down, right, down, left, down, right, up until the turn off on the right side, right, down, right (avoiding the bomb thrower) up, left, up, right, down, right.

At this point you should be in a large room on the opposite side of two bomb throwers.Swing across the romm pulling down on the joystick to extend the rope. You should be able to swing into the first bomb thrower killing him. Drop down to the next platform to take out the next thrower. Go all the way down, right, up and you should find Jack Napier. Keep shooting and you've made the second level.

BARBARIAN II

This program will supply you with unlimited lives.

1. Load AMIGA BASIC.
2. Type in the program listed below.
3. Save it for future use.
4. Insert Barbarian II — Disk 1 in DFO:
5. Run the program.

```
10 REM ***BARBARIAN II CHEAT (C) TORBEN KOEFFER***
20 CHECK = 0:CHEAT = 262242&
30 FOR N = CHEAT TO 262402& STEP 2
40 READ A$:A = VAL ("&h"+A$)
50 CHECK = CHECK + A
60 POKEW N,A:NEXT A
70 IF CHECK <> 550905& THEN PRINT "ERROR IN DATA" : END
80 CALL CHEAT
90 DATA 4df8, 00e0, 2cfc, 33fc, 4e71, 2cfc, 0002, ef9a
100 DATA 2cfc, 4ef8, 0400, 2c78, 0004, 2d7c, 0004, 00da
110 DATA 0226, 4eae, fd9c, 2d40, 022a, 2c56, 2c56, 2c56
120 DATA 2c56, 2c56, 2c56, 47fa, 0062, 220b, 4eae, ff6a
130 DATA e588, 2040, 217c, 43f8, 0400, 016c, 217c, 7070
140 DATA e 348, 0170, 303c, 02c0, 26d8, 51c8, fffc, 21fc
150 DATA 00fc, 00d2, 0020, 46fc, 2700, 2c78, 0004, 2d7c
160 DATA 0004, 0100, fe3a, 4e75, 0004, 00e2, 0000, 0000
170 4afc, 0004, 00e2, 0004, 00fc, 0121, 00f6, 0000
180 DATA 0000, 0000, 0000, 0004, 00cc, 4446, 303a, 5255
190 DATA 4e00
```

Torben Koeffer

ROBOCOP

If you would like to have unlimited power in this game then type in and save the program below to disk. When you've done this — run.

```
10 REM ***ROBOCOP CHEAT (C) DAVID SLACK***
20 CHECK = 0
30 CHEAT = 266240&
40 FOR N = CHEAT TO (CHEAT+144) STEP 2
50 READ A$
60 A= VAL("&h"A$)
70 CHECK = CHECK + A
80 POKEW N,A
90 NEXT N
100 IF CHECK <> 432850& THEN PRINT "ERROR IN DATA" : END
110 PRINT:PRINT "PLEASE INSERT YOUR ROBOCOP DISK IN DRIVE 0"
120 PRINT:PRINT "THEN PRESS THE LEFT MOUSE BUTTON"
130 CALL CHEAT
140 DATA 41F9, 00DF, F000, 317C, 4000, 009A, 3168, 0006
150 DATA 0180, 0839, 0006, 00BF, E001, 66F0, 317C, C000
160 DATA 009A, 203C, 000A, 0000, 5380, 66FC, 2C78, 0004
170 DATA 207C, 00FE, 88C0 43F9, 0007, 0000, 303C, 0145
180 DATA 12D8, 51C8, FFFC, 22FC, DBFC, 0000, 22FC, 007E
190 DATA 4E5D, 32BC, 4E75, 4EB9, 0007, 001A, 41FA, 000A
200 DATA 2948, 031C, 4EEC, 000C, 41FA, 000E, 23C8, 0007
210 DATA A454, 4EF9, 0006, 006E, 41FA, 000A, 21C8, 55DC
220 DATA 4EF8, 1188, 33FC, 6000, 0002, 1E6A, 4EF9, 0001
230 DATA 8200
```

David Slack

LEONARDO

If you're not thinking too far with Activision's Cartoon Caper try these codes EMMENTHALER, ALPHORN and MATTERHORN

PLAY TO WIN

64 POKES

BATMAN

On level 2 of the cassette version, if you lose all your lives, instead of rewinding back to the start of side two leave the tape running on side one and you'll be able to play the final level with infinite Batmen!

PHOBIA

A rather testing game which has proven difficult for a lot of people, so here's a handy reset poke.

Reset the Machine
Poke 5390,189 (return)
SYS 2172 (return)

And that should give you infinite lives.

LICENCE TO KILL

Yet another reset set of pokes but still damned useful. Reset the machine and type:

Poke 8448,173 (return)
Poke 14730,173 (return)
Poke 33056,173
Poke 11565,173
Poke 15185,173
Poke 13591,173
SYS 32768
Reset the Machine

BATMAN

Type in the listing, Run it, and follow the on screen instructions for infinite lives, energy and time.

```
0 PRINTCHR$(147)
1 FOR I = 352 TO 415:
READA$
2 L = ASC (LEFT$(A$,1)):
L=L−55: IFL <5 THEN
L=L+7
3 R = ASC (RIGHT$(A$,1)):
R=R−55: IFR<5 THEN
R=R+7
4 V=(L★16)+R: C=C+V:
POKE I,V: NEXT
5 IFC <> 3050 THEN PRINT
"DATA ERROR!": END
6 PRINT "SAVE LISTING FOR
FUTURE USE."
7 PRINT: PRINT "SYS 352 TO
START."
10 DATA 20, 56, F5, A9, 70,
8D, F0, 03, A9, 01
11 DATA 8D, F5, 03, 4C, A7,
02, A9, 4C, 8D, 54
12 DATA 03, A9, 82, 8D, 55,
03, A9, 01, 8D, 56
13 DATA 03, 4C, 00, 08, A9,
92, 8D, 57, 01, A9
14 DATA 01, 8D, 58, 01, AC,
20, D0, 4C, 59, 03
15 DATA A9, AD, 8D, 17, 13,
8D, D9, 13, 8D, DB
16 DATA 12, 4C, 00, 04, (C),
1989, IS, TJ, 00
```

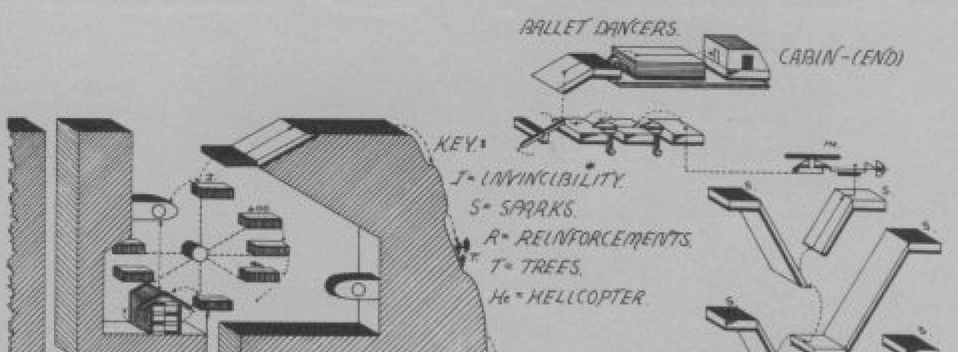
Tim & Ian Fraser.

SECOND MAPPER WANTED

Can you produce artwork to the standard shown here? Can you crack any game and produce legible maps? Can you do all of this quickly, efficiently and professionally?

If the answer to all of these questions is yes, and if you own an Amiga AND a 64 with BOTH disk and cassette drives then we would like to hear from you. We will pay well for your work and you could have the enviable role of adding to the best games tips section around.

Apply in writing, with examples of your work, to CU Mappers, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.





Gainstar give you the chance to become your own boss and rule England. If you can dispose of your rivals that is . . . Mark Patterson added a string to his bow and came up with these tips.

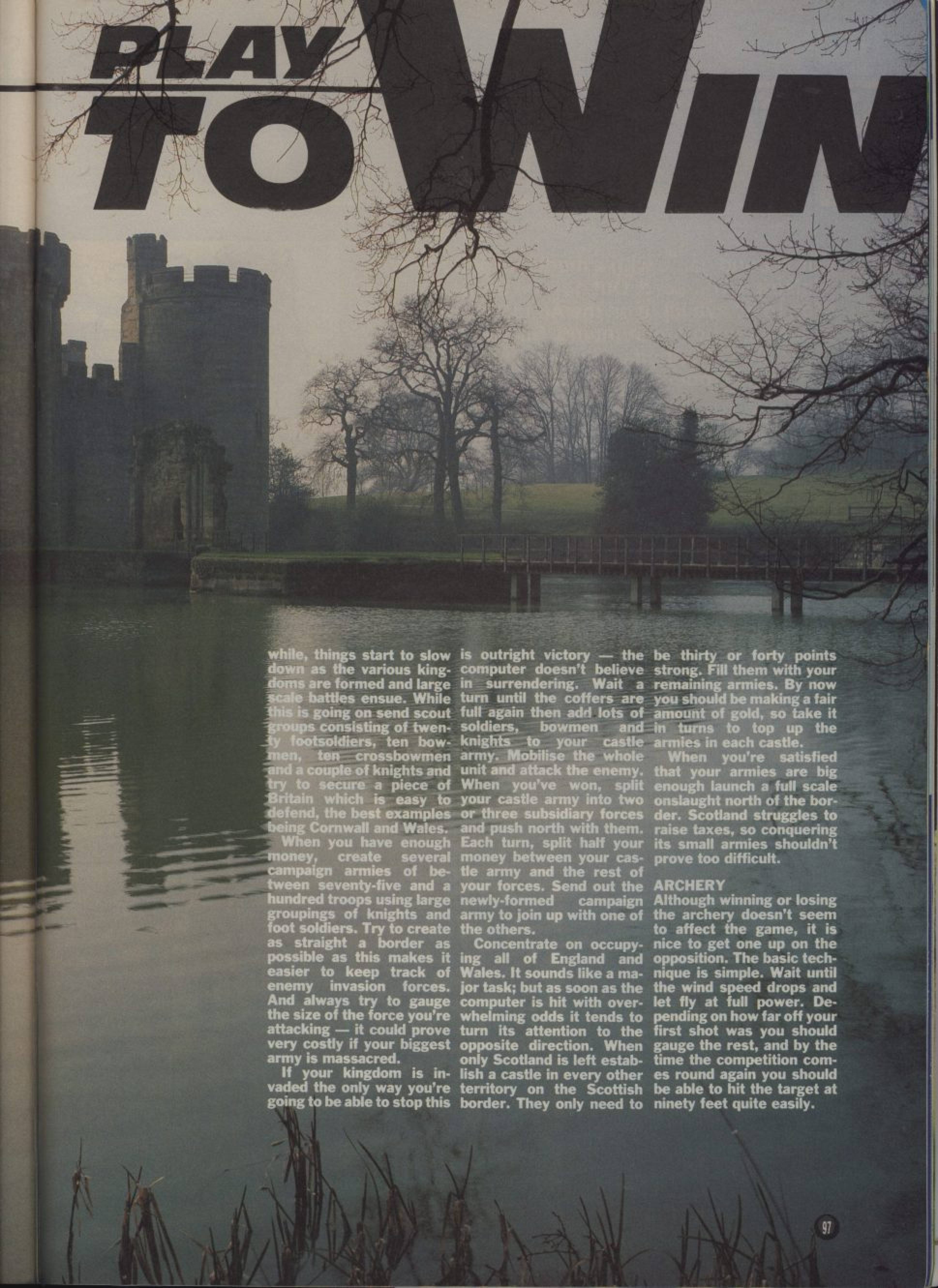
KINGDOMS of ENGLAND

When you start the game it doesn't matter which flag you choose as the kingdoms are placed at random locations on the map. If you find yourself placed in northern England or Scotland it's wise to restart the game. The ideal location is in the southwest around Cornwall or Devon, or in the southeast around Kent and Essex. The purpose behind this relates to the higher taxation brackets imposed on the richer southerly counties, helping you to get a richer start.

The early turns are nothing more than a mass scramble for land; you're not in much danger of being attacked here as nobody has a sufficiently strong army. The best strategy is to call up solitary foot soldiers and move them into unoccupied neighbouring territories. Spend the remaining money on building up the castle army.

After a while your land will be beseiged by your opponents. Don't overreact and send out a complete campaign army. Instead, concentrate on defending your castle and building up your army there. Create groups of one or two soldiers and use them to conquer unoccupied territory. After a

PLAY TO WIN



while, things start to slow down as the various kingdoms are formed and large scale battles ensue. While this is going on send scout groups consisting of twenty footsoldiers, ten bowmen, ten crossbowmen and a couple of knights and try to secure a piece of Britain which is easy to defend, the best examples being Cornwall and Wales.

When you have enough money, create several campaign armies of between seventy-five and a hundred troops using large groupings of knights and foot soldiers. Try to create as straight a border as possible as this makes it easier to keep track of enemy invasion forces. And always try to gauge the size of the force you're attacking — it could prove very costly if your biggest army is massacred.

If your kingdom is invaded the only way you're going to be able to stop this is outright victory — the computer doesn't believe in surrendering. Wait a turn until the coffers are full again then add lots of soldiers, bowmen and knights to your castle army. Mobilise the whole unit and attack the enemy. When you've won, split your castle army into two or three subsidiary forces and push north with them. Each turn, split half your money between your castle army and the rest of your forces. Send out the newly-formed campaign army to join up with one of the others.

Concentrate on occupying all of England and Wales. It sounds like a major task; but as soon as the computer is hit with overwhelming odds it tends to turn its attention to the opposite direction. When only Scotland is left establish a castle in every other territory on the Scottish border. They only need to be thirty or forty points strong. Fill them with your remaining armies. By now you should be making a fair amount of gold, so take it in turns to top up the armies in each castle.

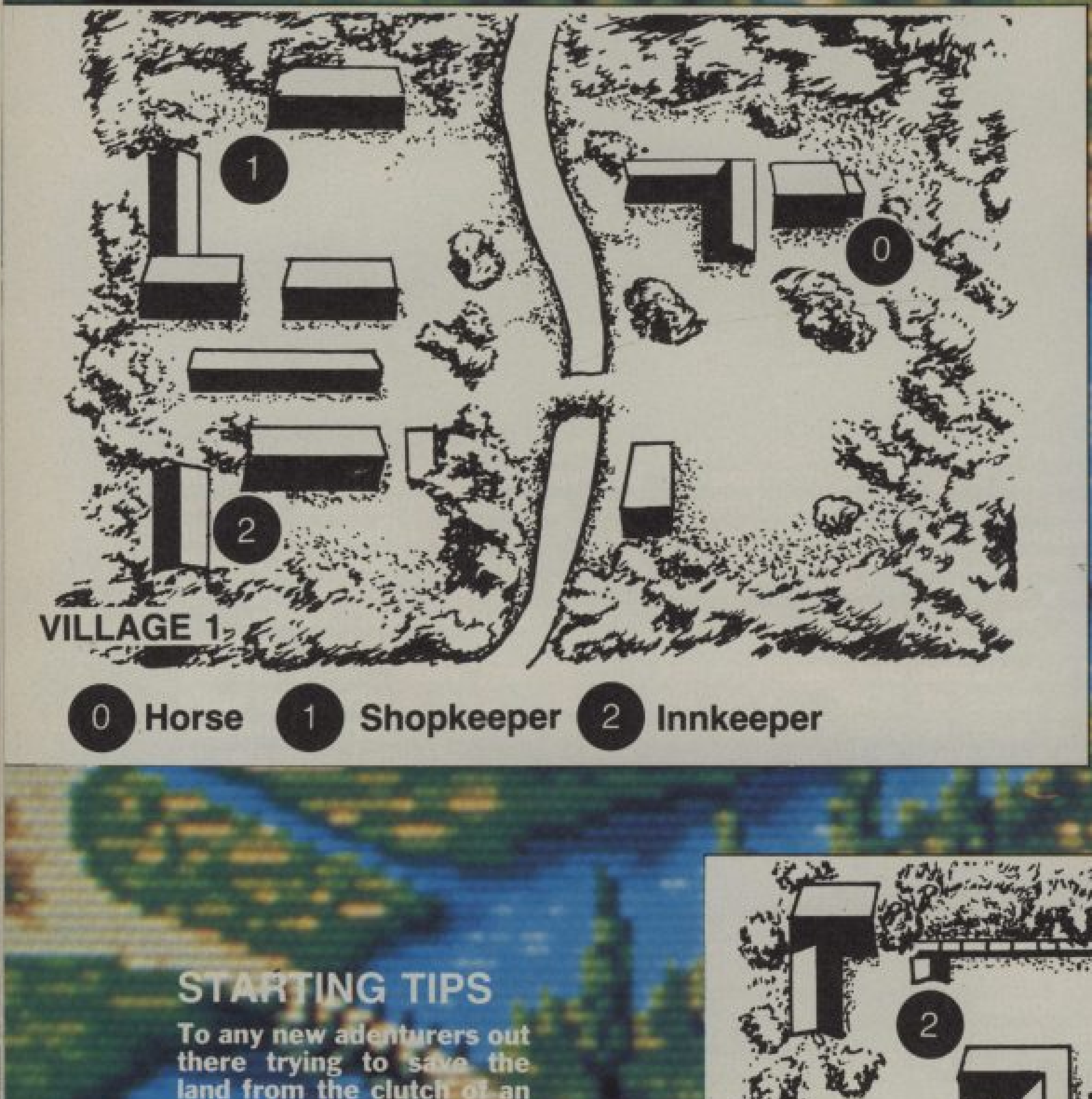
When you're satisfied that your armies are big enough launch a full scale onslaught north of the border. Scotland struggles to raise taxes, so conquering its small armies shouldn't prove too difficult.

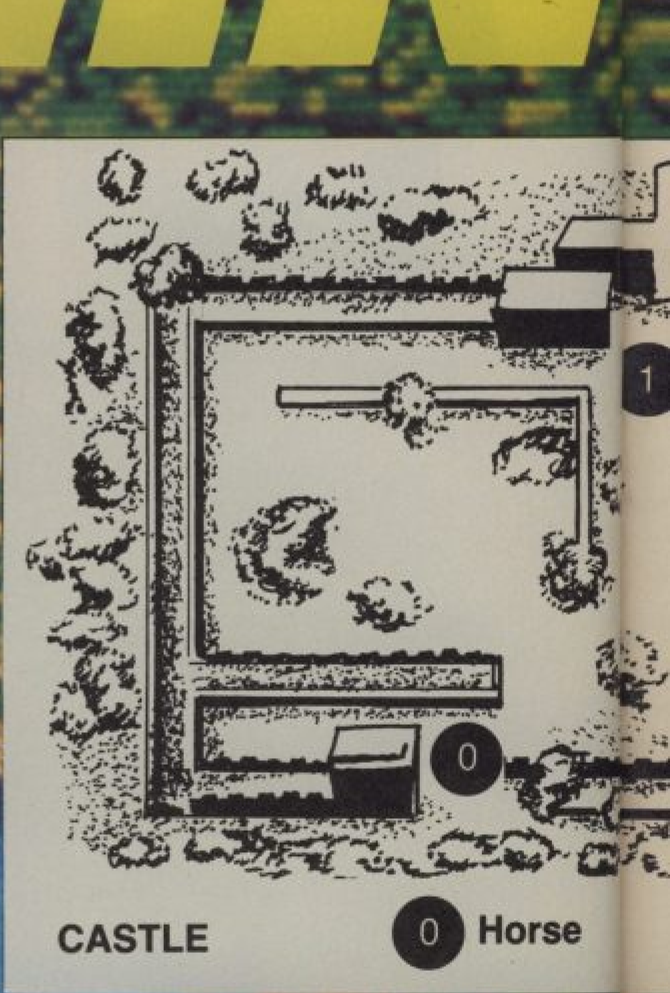
ARCHERY

Although winning or losing the archery doesn't seem to affect the game, it is nice to get one up on the opposition. The basic technique is simple. Wait until the wind speed drops and let fly at full power. Depending on how far off your first shot was you should gauge the rest, and by the time the competition comes round again you should be able to hit the target at ninety feet quite easily.

PLAY TO WIN

Our second game with a medieval setting is Ubisoft's *Iron Lord*. Out now on the 64 and soon to be available on the Amiga, the game is nothing short of stunning. Sir Tony of the Dillon strapped on his armour and rode in with the tips.

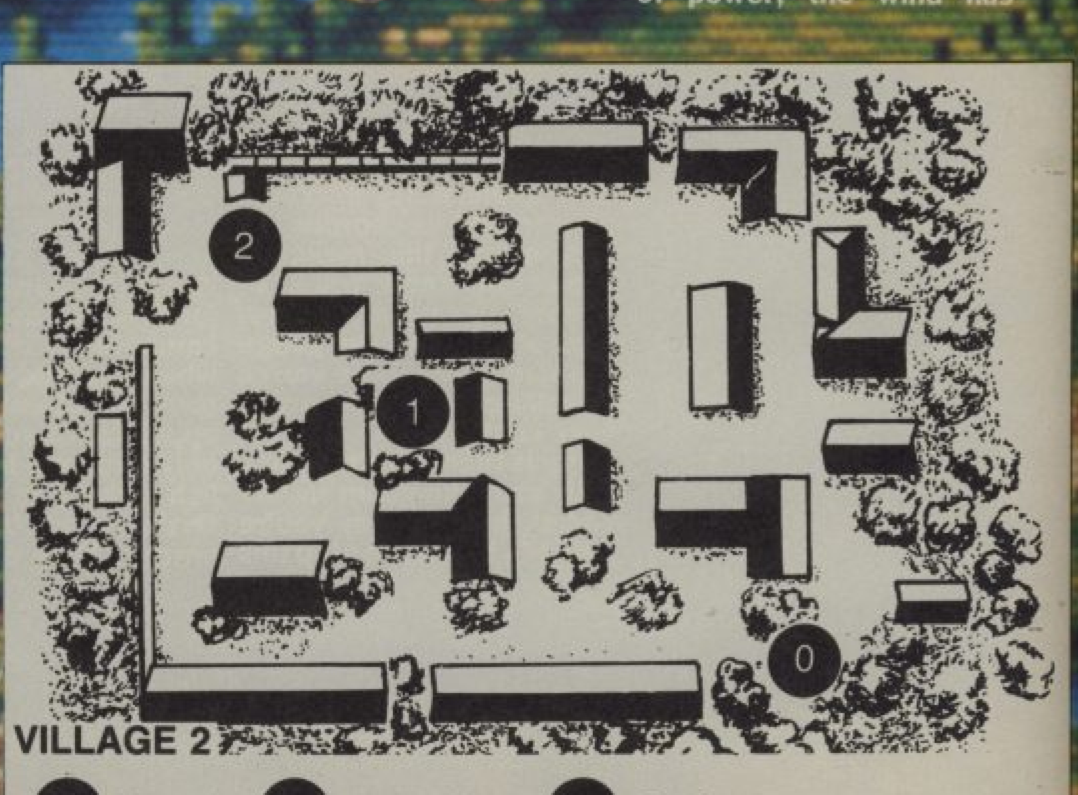




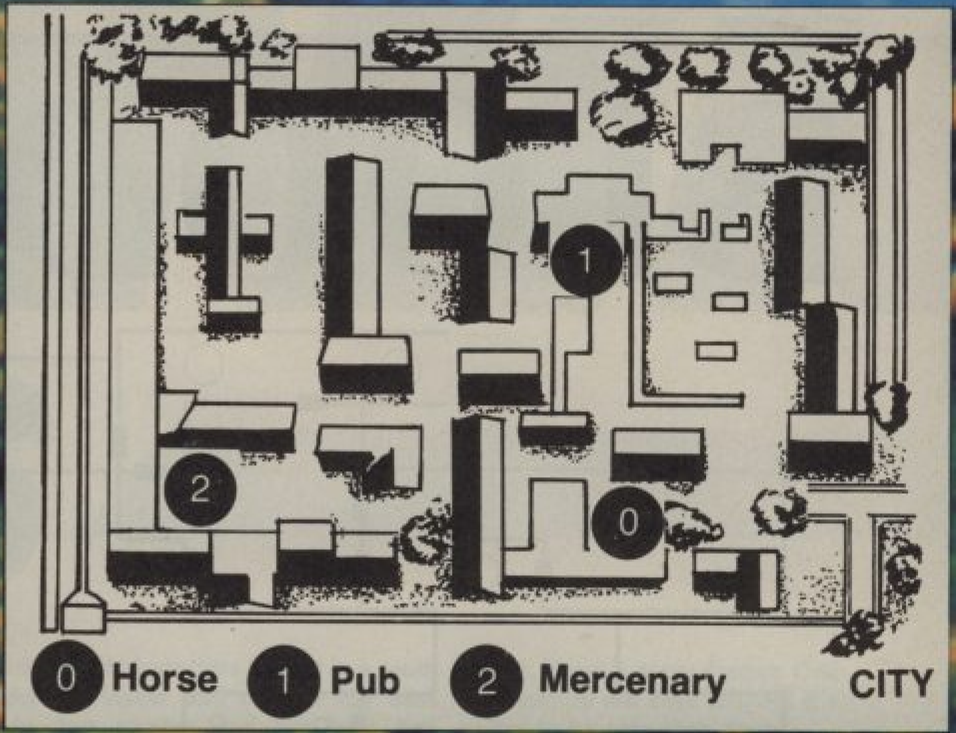
STARTING TIPS

To any new adenturers out there trying to save the land from the clutch of an evil dictator, you might be having a bit of trouble getting started. The main problem is that at the start you don't have any money. The easiest way to get some gold in your pocket is to enter the archery contest. You could try the dice game but that seems to be a make or break affair. For sure-fire cash, the archery is your best bet.

You get five shots at each target, and with practice you'll be able to pinpoint the position of the target within two shots. Firstly, if the target is in the middle ground, and most of the time it will be, then set shot power at around forty. With that sort of power, the wind has







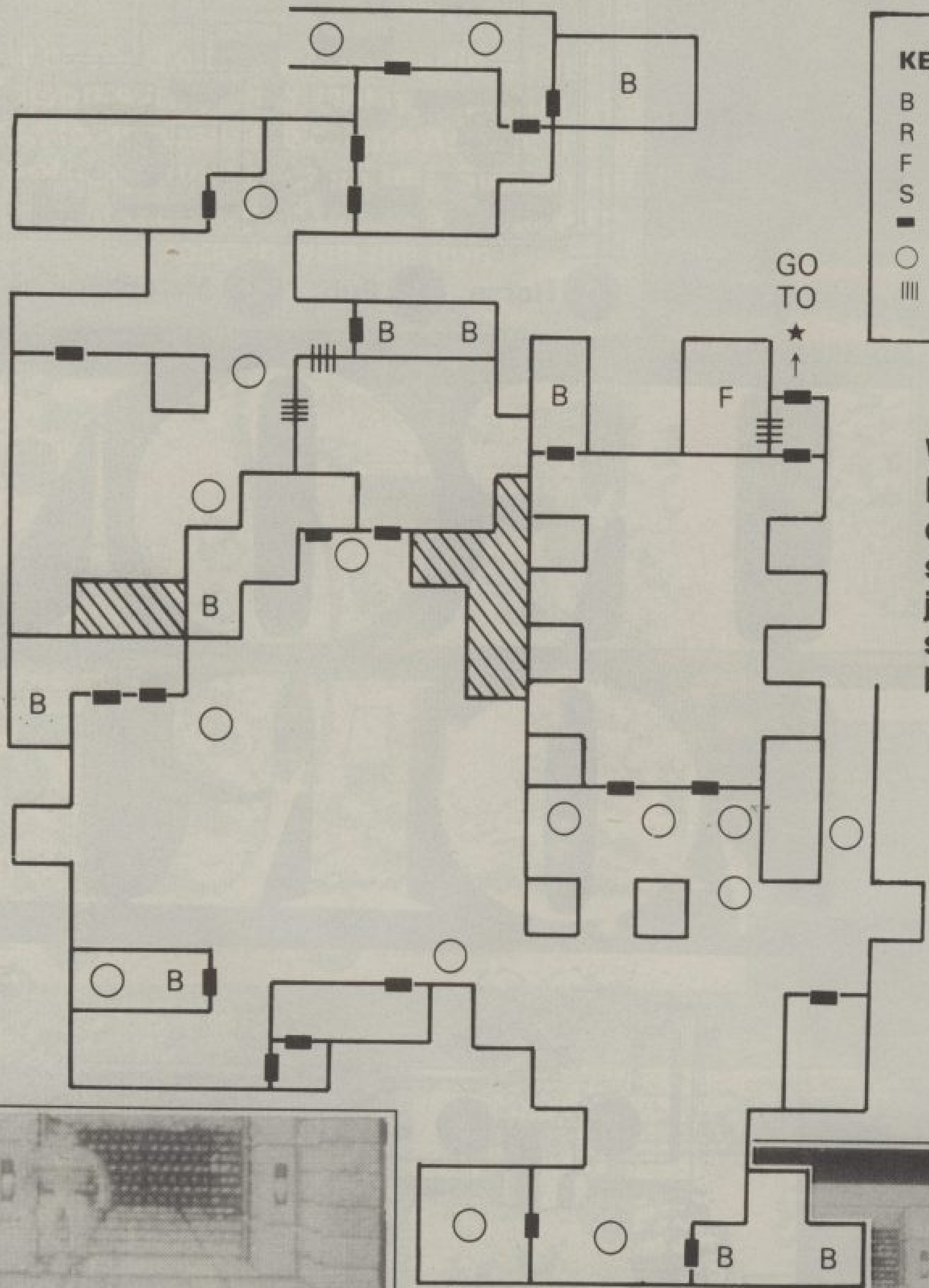
IRON LORD

very little effect. Left or right becomes a simple matter of trial and error. Keep going back to the contest until you've made a few hundred, then search all the locations.

Give money to everyone you meet and more often than not they'll join you, and some will be able to provide decent enough weapons. When you're sure you have enough money, then go back to your father's castle and climb to the top level.



BLOODWYCH

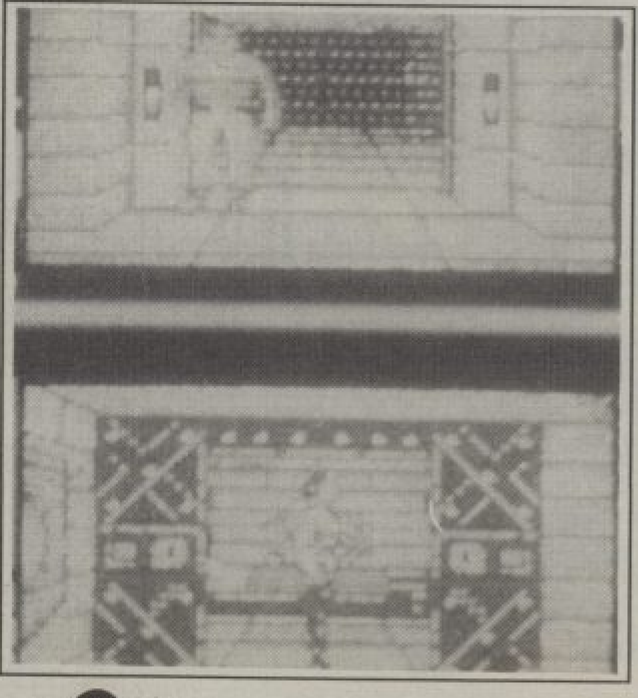


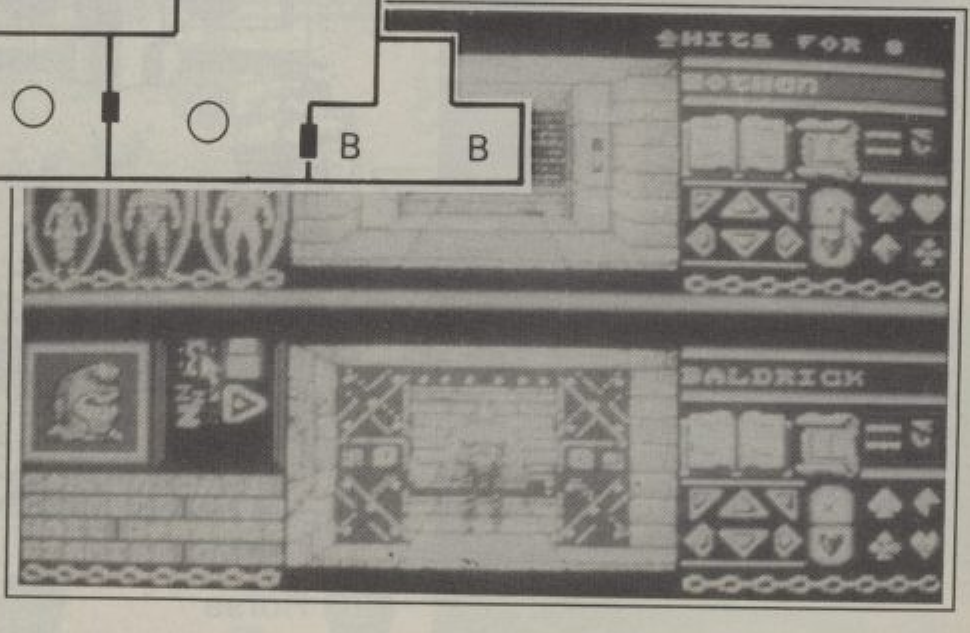
KEY:-

B	Bed
R	Rejuvenation Chamber
F	Food
S	Stairs
▬	Door
○	Pillars
IIII	Iron Gate

Part A

With sword in one hand and a pen in the other, Adrian Ludlow sets out to seek justice and provide some pointers to lost beginners.





PLAY TO WIN TIPS

As with most things, getting off to a good start is important, this influences your performance for the rest of the game. It's important to create a strong party and an even stronger main character as early on as possible. Not an easy task.

First sort out the priorities for your character. These should be collecting food and money, with weapons and a starting team coming later. Go around level A recruiting anybody you meet. If they're not too proficient take all of their equipment then *disband* them. When you have managed to fill your bag, empty it and leave all the equipment by the entrance to dungeon B.

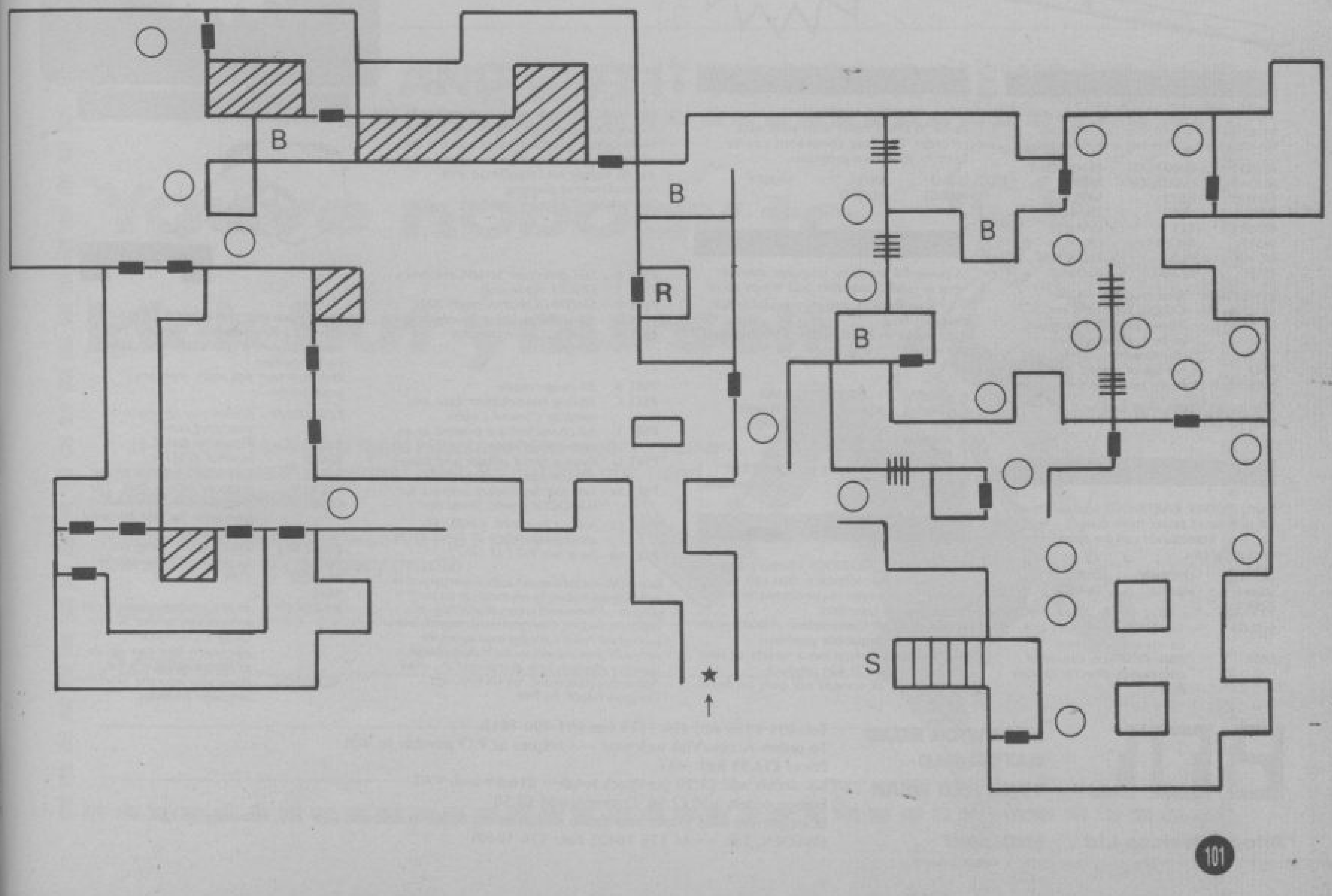
If you do recruit an above average character take him to one of the bedrooms, *disband* him, walk out and lock the door, trapping him inside. Keep repeating this until you have as much equipment as you need.

When you have a number of good characters locked in a room go inside and choose the best two spades and the best two clubs. Equip your men as best you can then place the spades at the front of the group and the clubs at the back.

If you find yourself up against a far superior foe during a battle do not be afraid to run. Go straight to a bedroom and lock the door otherwise the monster(s) will follow you in. Once inside, rest and prepare a plan of action. There's every chance that the monster will have left, but it's better to be safe than sorry.

Apart from all the puzzle solving and combat, one other hazard faces your party — getting stuck behind objects. Owing to the perspective view of the characters it's very easy to get confused. The best solution if this happens is to back track five or six moves or refer to the map to work out which direction you should be facing.

Part B



...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE

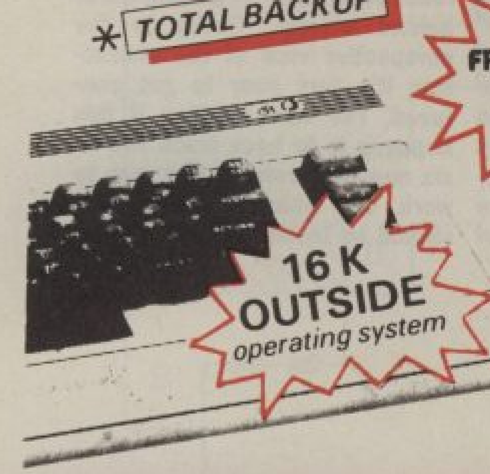
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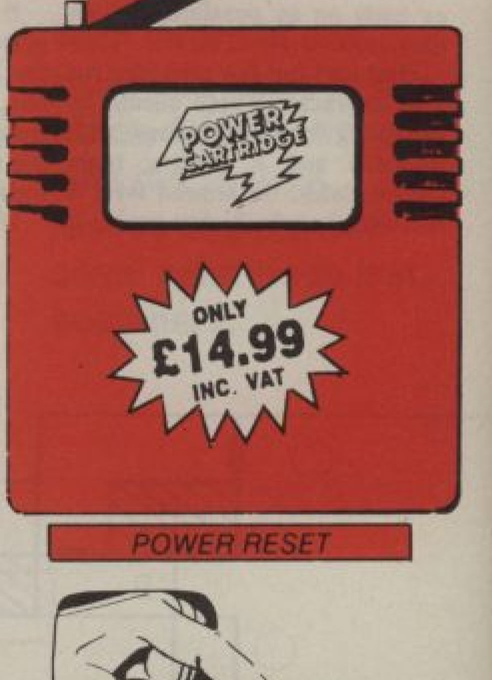
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DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
F FILL	M MEMORY	W WALK
G GO	P PRINT	X EXIT
H HUNT	R REGISTER	$ DIRECTORY
		DOS Commands

PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

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POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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CU COMPO RESULTS

BIKE COMPO

Three correct answers was all it took to win yourself a Ridgeback mountain bike (capable of warp factor 5) and all the gear to go with it. The first correct card out of the hat came from David Roden from Scotland who stated correctly that the Sugar Loaf Mountain is in Rio De Janeiro, that the freewheel is a sprocket in the back wheel and that a penny farthing was named because the size of its wheels resembles the two coins of the same name.

XYBOTS

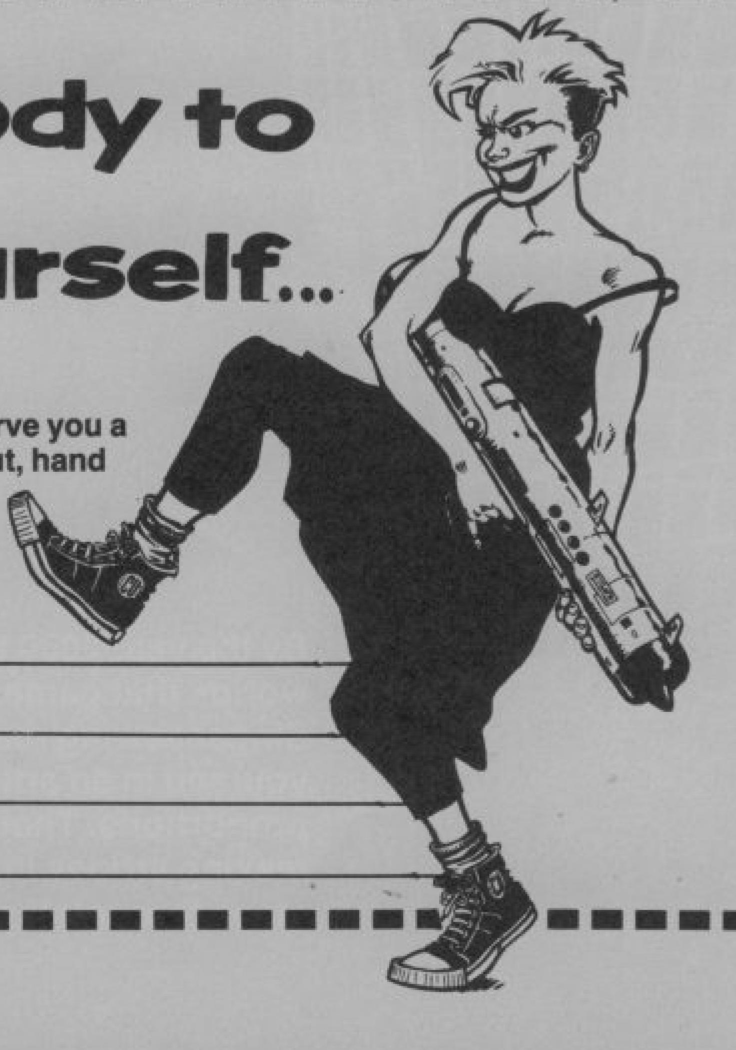
It's been a while, but here they are. Way back in the July issue we put a portable black and white watchman plus for hot read walkmen to go to the runners up. The answers were: Transformers are the robots in disguise; the smash robots advertise food and the dummy tests cars. First prize goes to Mr P C Nason from Tadcaster, with the runners up being Mr Richard Hall, Surrey; Mr M Warmington, Crowborough; Martin Appleby, Colne; Tom Saxon, Swindon.

CAMCORDER COMPO

Hey Andrushka! On the glasnost game tonight, comrades, we have a Sanyo VEM-S1 (P) camcorder to give away to . . . Vic Storey from RAF Wegberg in the boppin' funkin' West, who correctly said that the last aristocrat bad guy Tsar was Nicholas II, that Yuri Gagarin was the first glorious cosmonaut in space and those chart topping rockers Boney M recorded Ra Ra Rasputin, Russia's greatest love machine da da da da. Finally twenty copies of *Strider* go to these heroes of the revolutionary movement: Maxwell Ward, Cheshire; Sgt D Earp, Harewood Barracks; Noel Sumner, Lymm; Paul Martin Brown, Washington; Joseph O'Donnell, Galway; Tony Griffen, Dublin; B A Crawly, Cleveland; Roger Warder, Shrewsbury; James Lakin, Dorset; Mr M A Reed, Surrey; Brian Nissim, London; Mr D A Pitt, Gwent; Peter Livsey, Crook; Mark Daly, Limerick; Robert Lawford, Kent; Stuart Clark, Sussex; Daniel Rowland, Ipswich; A L Hutchinson, Grimsby; and, finally, A L Stephens, Birmingham.

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By the year 2000 the primitive computer generated 3D worlds that games now exist in will look as modern as a Singer sewing machine. Instead you'll be able to immerse yourself in an artificial world of literally mindblowing proportions. That's the view of a team of people currently making strides in the creation of Virtual Reality. Mark Heley steps through the glass to investigate . . .

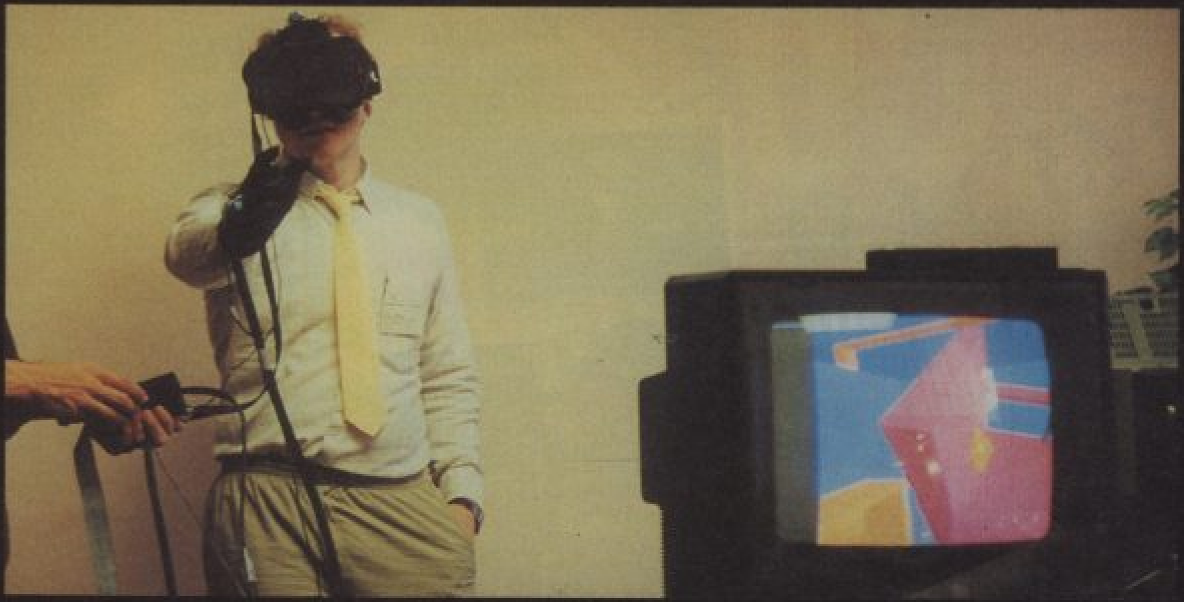
BECOMING THE BIONIC ANGEL

With the pace of technological innovation moving faster than ever, it's easy to get *blasé* about the latest advance. You unconsciously adjust to the accelerating rate of built-in obscelence and come to expect dazzling new machines more and more often. There is one new technological development however, that breaks this mould. This is a leisure technology which threatens to make the home computer obsolete within twenty years and not only change the way we spend our spare time, but the way we look at reality.

Described variously as virtual reality, cyberspace and multi-dimensional simulation, it recreates an entire world for the user. The technology itself is not all that new, the innovation is in how it's put together. Firstly there's the headset; two Sony watchman screens strapped over each eye and oscillated rapidly to give a 3-D, stereoscopic effect. The movements of the headset is monitored by a computer tracking device which adjusts the picture you see accordingly. This with a set of headphones generates the world you move through. You can interact with what you see through the medium of a glove covered with fibre-optic monitors which transforms the movements of the hand into a sort of 3-D mouse.

The wearer of the headset becomes a sort of cybernaut into a computer-controlled world. You can shrink to atomic size to investigate the structure of a DNA molecule or expand to the dimensions of a comet and circumnavigate the solar system, everything you do being bound by the rules that govern their movement . . .

Intelligent elements in the computer landscape are called 'puppets' and these can be anything the programmer wants them to be. Virtual Realities are worlds of their ►



Link up with a couple of watchmans and an artificial world could be your oyster.

MONDO 2000

Mondo 2000 is the latest incarnation of a magazine which has been variously called Reality Hackers and High Frontiers. Available only directly from the US, it is THE magazine for anyone into virtual reality, hacking, nanotechnology, artifical intelligence, pirate TV — or anything cyberpunk. Issue 7 features interviews with William Gibson, Rudy Rucker, St. Silicon, high priest of C.H.I.P. (the Church Of Heuristic Information Processing), veteran hackers and much more. Published quarterly by Fun City MegaMedia and edited by R.U. Sirius, you can reach them at MONDO 2000, PO Box 10171, Berkeley, CA 94709-5171, FAX: 415-649-9630, Applelink; D3574, MCI Mail; MONDO 2000. Each issue is $7 airmail and their Credit card Hotline (Visa and Mastercard) is 415-845-9018.

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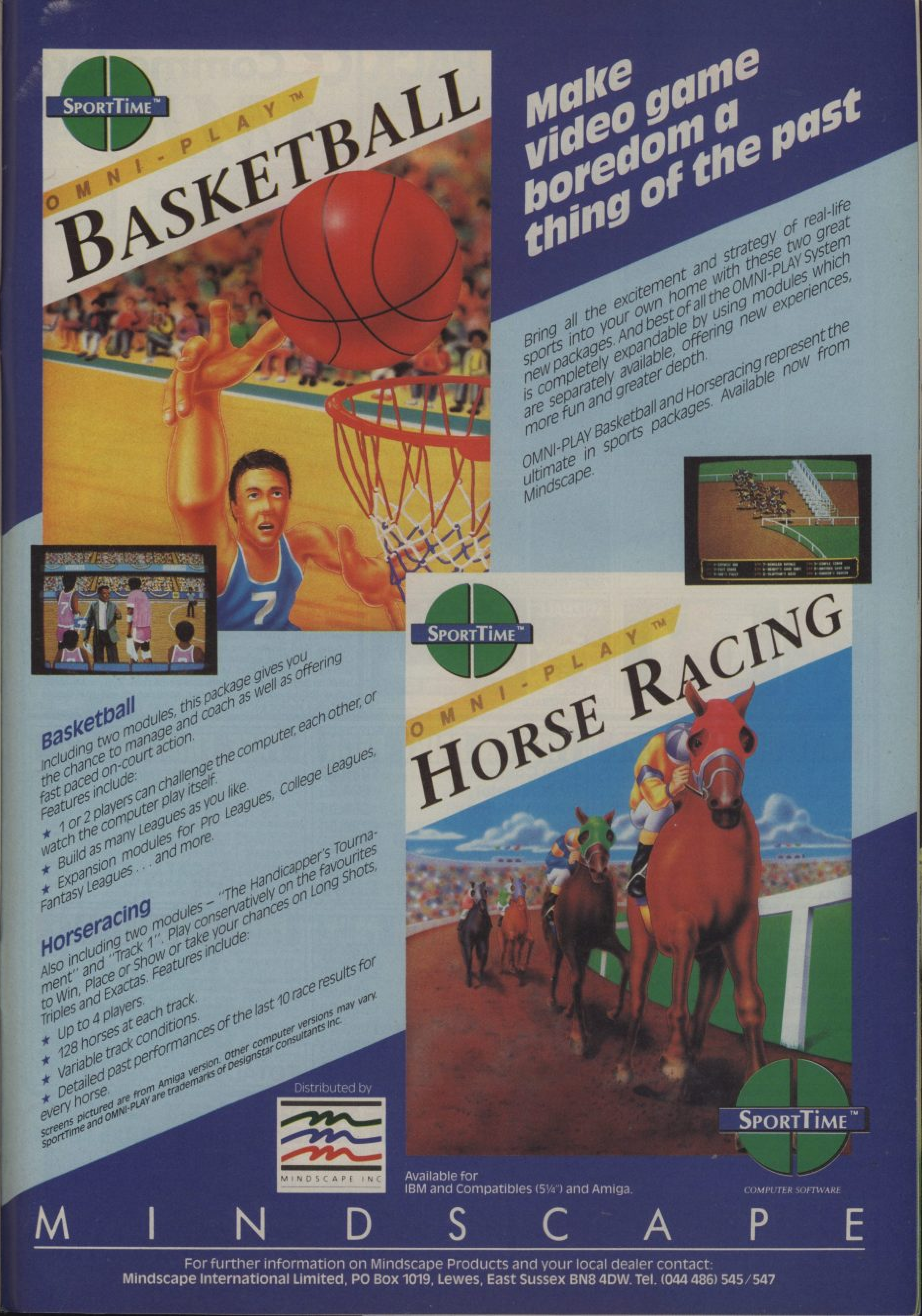
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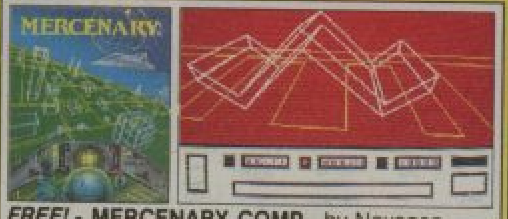


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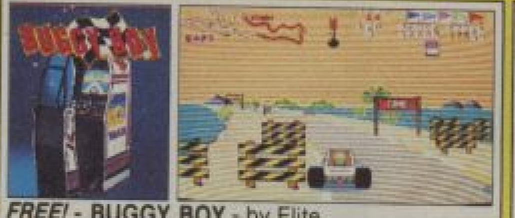


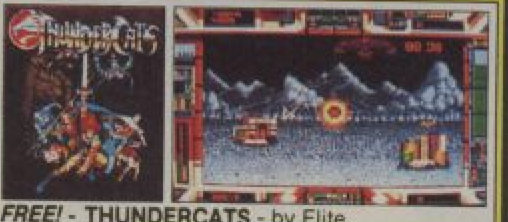
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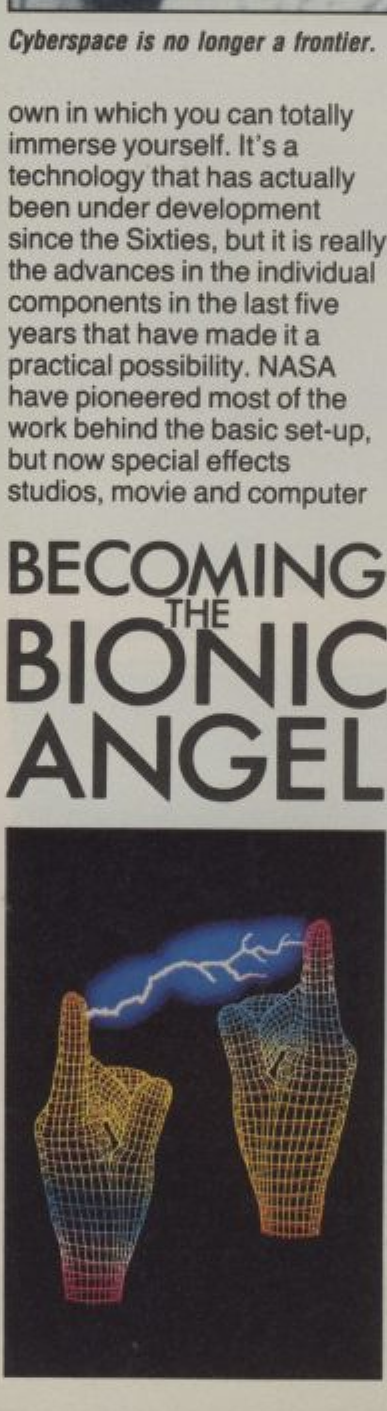
Do you already own a computer
If so, which one do you own? ....



Cyberspace is no longer a frontier.

own in which you can totally immerse yourself. It's a technology that has actually been under development since the Sixties, but it is really the advances in the individual components in the last five years that have made it a practical possibility. NASA have pioneered most of the work behind the basic set-up, but now special effects studios, movie and computer companies are all getting involved. Lucasfilm's David Levine has already developed the first cyberspace game, a variation on *Ball Blazer* — a sort of squash game which is played by the cybernaut in an alternative universe where the rules of mechanics and gravity are similar, but slightly different. The result is a disorientating, high speed and distinctly strange game. *Ball Blazer* only touches, however, on the farthest tip of the virtual reality iceberg. Industrial Light & Magic have several groundbreaking projects in the works and the software pioneers Autodesk have put together a 'cyberspace initiative team' under the title of Cyberia.

BECOMING THE BIONIC ANGEL



Virtual Reality is not simply a toy, it has huge implications for the worlds of science, education and art. Every new technology has an effect on the society in which it finds itself. If computer games caused a few ripples, cyberspace is going to make a big splash. What will be the effect on people if they are offered the opportunity to spend their leisure time immersed in imaginary worlds at a cyberspace 'hub'? Like the Total Immersion video games in Red Dwarf, cyberspace has the power to seriously mess with your mind. The phenomena has already thrown up a group of people who are passionately interested in the uses and abuses of the medium and its power as an artist's tool. These are the Reality Hackers. They range from cyberpunk authors like Rudy Rucker and William Gibson to research psychiatrists and 'hard' scientists. They even have their own magazine, the superb MONDO 2000, published from Berkeley, California, by the strange genius of R.U. Sirius and Queen Mu. Dedicated to exploring every aspect of virtual reality MONDO 2000 is in its own words, "here to cover the leading edge in hyperculture. We'll bring you the latest in human/ technological interactive mutational forms as they happen."

R.U. Sirius is certain Virtual Reality is going to change your life. 'I believe technology defines the way we live rather than the old idea of society creating the technology it needs, it's exactly the other way around; technology creates the society IT needs. We have to prepare for it now, because there will be precious little time when it does arrive. Experiments have shown that cybernauts often feel they are interacting with a bigger world than the computer actually provides. The senses are so totally stimulated, the brain's ability to disbelieve what it is experiencing is largely bypassed. Cybernauts invent details of their own to flesh out of the bare bones of the computer world.'

It'll probably be another fifteen years before cyberspace is widely available. Currently artists and technologists alike are working side-by-side with a whole range of variations on the cyberspace theme from voice-recognition, fibreoptic link-ups between cybernaut and total body suits. It certainly does look that, in the words of software company Autodesk's John Walker that "Reality will not be enough when people see cyberspace." But what next? Frighteningly R.U. Sirius has an answer: 'three-dimensional holography'.

ARCA



Meet Greg — he has a penchant for facial hair.



Chocks away for the UN Squadron.

U.N. SQU

And you thought the U.N. Peace Keeping Forces were purely concerned with non-aggression and building bridges? Well you were wrong. In *U.N. Squadron* you are invited to do some serious pre-emptive dissing and there's certainly none of that pinko only-fire-when-fired-upon nonsense that most of us traditionally associate with the Force.

U.N.S. is a horizontally-scrolling aerial shoot 'em up in which you get to play one of three peace-loving pilots, each with their own particular aircraft. The choices are between a Dane (for some reason), a Japanese and American pilot. Although the introductory screens list (faster than the eye can see) each craft's specifications in great detail, all you really have to know is that the American plane has the most firepower, the Japanese fighter is the nippiest around the screen and the Danish kite has two-way fire, allowing you to strafe the ground and air simultaneously.

Quite who and where the troublesome enemy are isn't absolutely clear, but there are plenty of them ranged across a bewildering variety of backgrounds and boasting an impressive diversity of hardware.

Once you and your optional player-two have chosen your craft, level one pits you against ground-based tanks and emplacements and airborne jets and helicopters. There's an end-of-level boss, natch, in the form of an enormous ironclad tank which spews missiles in every direction and needs plen-

The mega tanks brews up.



ADES





And this is Micky, the Yank flyboy.

UADRON

A successful strike.



Thanks to Electrocoin for the shots.

ty of blasting to quieten.

Level Two is completely airbound, and considerably more testing than the first. Now you begin to appreciate the power-ups which are offered to you for wiping out certain waves of fighters. In particular, the shields start to look very attractive, as jets fly from the left (i.e. behind you) at great speed. The bosses here are huge stealth fighters which appear in front of you and drop increasingly dense clusters of indestructible air-mines for you to fly into.

Level Three sees you tearing over what must presumably be western Europe, a green and pleasant land crammed with gun emplacements, tanks and armoured trains, and later levels bring you over deserts and even into caves.

At the end of each level you have the opportunity to purchase enhancements for your fighters from an extremely unofficial looking arms dealer.

U.N. Squadron is a very pretty, perfectly competent and — particularly as the levels progress — reasonably challenging shoot 'em up. Worth a few ten pees of any blastalong fan's hard-earned. Quite what the secretary general of the U.N. would think of this kind of unilateral aggression, though, is anybody's guess.

GRAPHICS	69%
SOUND	61%
PLAYABILITY	72%
CONVERTABILITY	74%
OVERALL	70%

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CU

FREEBIES

This month we put a disk or cassette on the front cover, but we're not finished there. Next Month's issue will carry a set of four aesthetically beautiful screen shot postcards. These will be culled either from a few graphic classics or from yet to be released games.

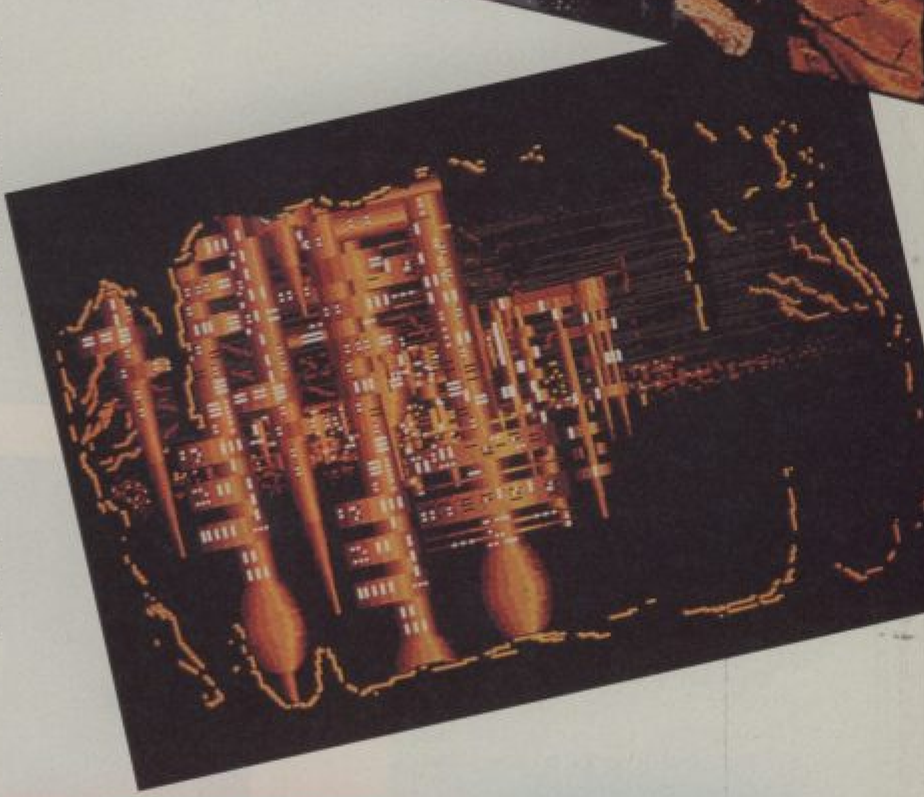


COMPETITIONS

Compos galore in this issue, with big prizes.

GHOULS AND GHOSTS

Currently being completed for US Gold, we have the exclusive review of Capcom's widely praised follow up to *Ghosts'n'Goblins*. Plus other major first including *Stunt Car*, *Xenophobe*, *P47*, *Ninja Warriors*, *Future Wars*, *Double Dragon II* and many more. Why read old reviews in other mags when you can buy us?



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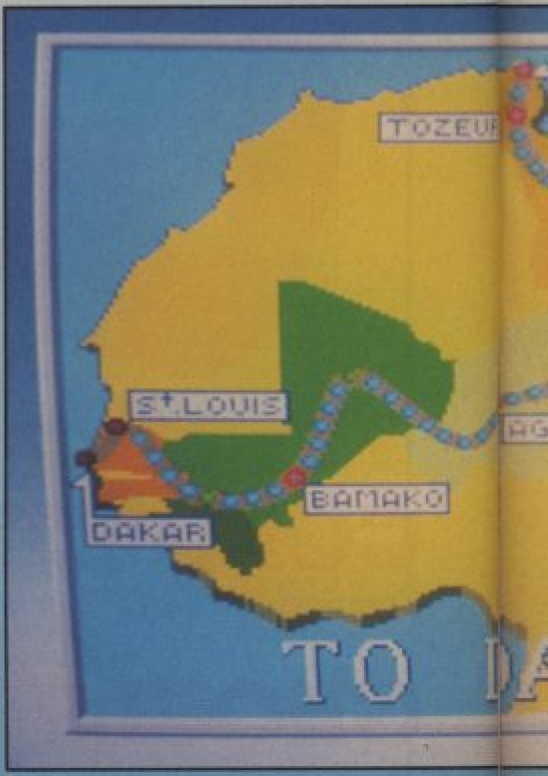
The December issue of CU will arrive bursting with news, reviews and features on November 26th. Place an order now or you'll end up with a cheap substitute.

NEXT MONTH

ARCA



Umm, coconut anyone?



Well that's Africa, and now you know where Da r.

JALECO

BIG

Lovers of sit-in driving games have never had it so good. Of course, they tend to have to shell out a quid a time to indulge their addiction, but there's no doubt that the larger coin-op companies are pulling out all the stops to produce ever-more realistic and innovative racing 'n' chasing games.

Jaleco's *Big Run* continues in this tradition. The game is based upon the Paris to Dakar rally, with the emphasis being heavily upon offroad driving in extremely rugged conditions (the race itself starts in Tunis — the European leg, it seems, was considered too easy for anything more than a few tasty introductory screens).

The road starts out as a fairly standard twisting motorway lined with authentic sponsors' billboards (some of which disintegrate impressively if you smash into them), trees, barrels and other obstacles, but soon degenerates into rock strewn mountain passes, scrubland and desert.

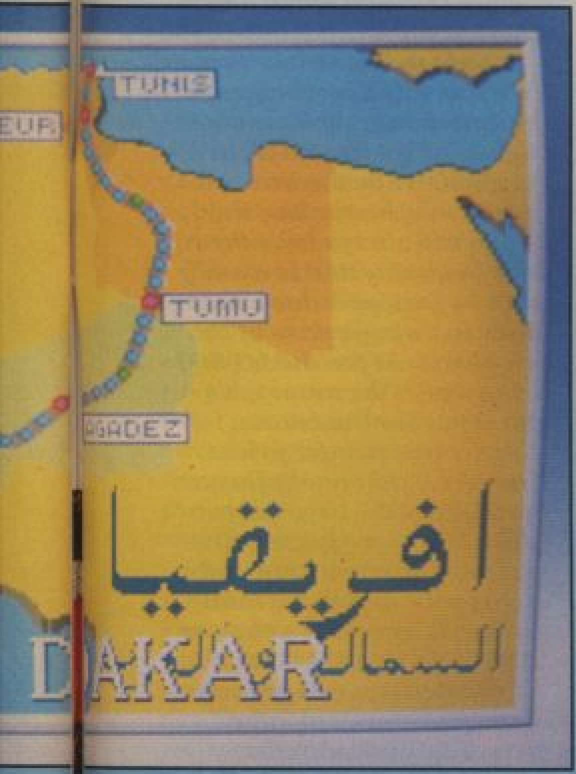
Your vehicle combines the speed of the fastest of the newer drivalongs with the suspension of *Buggy Boy* — and with the excellent "sensurround" feature of the cabinet it really feels like you're bouncing over rocks and boulders.

Big Run has also decided that it was high time that the more aggressive drivers were given a



Still of the night driving section.

ADES



e Daka



On your marks.

RUN

look-in. The horn on the steering wheel works and its selective use is actually recommended to force other roadhogs out of your way. Be sure to give them a good toot, in particular if you happen to be on the thin mountain passes or you're likely to find yourself at the foot of a ravine.

The pace of *Big Run* is pretty rollicking — cornering is tough, and one smash will almost certainly disqualify you. The time limit is incredibly tight, however, so you can't really afford to drive carefully either — it's just a case of foot to the floor, hand on the horn and hope for the best.

Altough the cabinet itself doesn't actually possess hydraulics, the combination of sound, vibration and graphics do go a long way towards remedying this omission.

This certainly is as good as anything else on offer in the world of the sit-ins. The only serious problem with it is likely to be that its challenge may prove a little bit too tough — and expensive — for the Sunday drivers amongst you. *Not* recommended for the Mark Thatchers of the world.



Eyes on the road and no reversing in the pit lane Nigel.

GRAPHICS	78%
SOUND	84%
PLAYABILITY	80%
CONVERTABILITY	56%
OVERALL	85%

tommy's TIPS

Printing kit

● I have several questions to ask you and would be most grateful for a reply.

After recently purchasing a STAR LC-10C colour printer, Commodore 64 version, I am now considering buying an Amiga computer. I am wondering if there is an interface which will make the Amiga and the printer compatible. Is the 'PrintLink' that is available from 'Dimension Computers' any use? Does another company produce such an interface?

In our school there is a RM NIMBUS network. Is the Star LC-10 colour printer compatible (parallel or Commodore version).

The above-mentioned network uses MS-Dos, is the Amiga compatible? By that I mean will Amiga programs run on it, and visa versa.

Is there any CBM 64 software that enables full use of the colours available on the STAR LC-10 colour printer. Are there any programs on the Amiga to do this?
Nicholas Havard,
Brecon,
Powys.

Printlink is designed specifically to allow the Amiga to use CBM serial printers, which includes the Star LC-10C with the CBM interface. I believe Trilogic also produce a similar system to do the same job.

As for the RM Nimbus, there is no way that you can use the CBM serial version, although the parallel version could be used. The Amiga A500 is not an MS-DOS machine, although there is a company (Nine Tiles) which have a network system that allows several different standards of computer to be linked through a common network. However, since you don't appear to have this type of network it means that the Amigas cannot be tied into the system unless the are of the 2000 variety with an IBM bridgeboard fitted.

You cannot run any Amiga programs on the RM, but you can run some IBM programs on an Amiga by means of a program called 'The Transformer' which is an IBM emulator. Finally, there are a few programs for the C64 which can make use of the LC-10 colour printing. Any of the WP programs which permit the inclusion of ASCII codes (such as Vizawrite etc) will allow printing in the main 7 colours, while some of the later paint programs designed to work with the Epson JX-80 will also work.

As for the Amiga, just about every paint program can make full use of the colour printing by specifying the JX-80 preferences driver. While you won't get every subtle shade from printing the screen, the results can be quite good.

Printer pinned

● I am considering buying an Epson LQ500 and I have a few queries which I hope you would answer for me.

1. What is the difference between a printer with 9 or 21 pins?
2. Is the LQ500 worth its price or is there a printer around that price that's better value?
3. Can the printer paint pictures from art utilities such as *Photon Paint*?
4. Is the LQ500 only capable of printing in black and white or is it possible to print in a few colours say with a special ribbon or cartridge?
5. What sort of leads are required for connection to my Amiga?
6. Do you think that the CAD program *X-Cad designer* is any good?

Hao-yin Tsang,
Botley,
Oxford.

The first thing to clarify is that there is no such beast as a 21 pin printer. The flavours that have been produced so far are 9-pin (most cheap printers), 18-pin (strictly a Canon venture), 24-pin (new LQ mode printers) and now, even a 48-pin printer (Japanese of course!). The main differences are that a 24 pin printer can print smaller dots and more of them to make up a letter. The result is the letters do not look so 'bitty' and with the inter-pin spaces filled in by the extra dots the type begins to look very much like daisy-wheel quality.

A 9-pin printer can attempt a similar thing by going over the letters more than once, slightly offset to also fill in the gaps. While the two end results may be similar, the 24-pin will always have the edge in quality and is usually twice as fast, as it does its LQ mode in a single pass of the print head. As for the LQ-500 being worth the money, it's about par for the course with the new printer prices. However, I personally favour the STAR LC24-10 printer which has more features, such as paper parking and extra fonts, and if you hunt around is available as low as £225 (+ VAT) (RRP £299).

Provided you can get one of the preference printer drivers to work with the printer, either of these will be able to produce pictures

And remember children, Tommy never gives rides to strangers . . .



from Photon Paint. Neither of these printers has a colour option though. With Epson you would have to go up-market to the LQ-860 to get colour, while with STAR you can get the LC-10C for around £225 (+ VAT). The latter works very well with the Amiga, using the JX-80 printer driver. Provided you have the A500, then any standard IBM to Centronics printer cable will work. If you have the A1000 then you will need a specially wired cable; do not use a standard cable under any circumstances!

Finally, X-CAD does allow you to draw diagrams on screen, but before you can decide whether it is any good for you, you must decide what you want to use if for and therefore what features it must have. If it has all those features and is to the required accuracy and resolution, then it's good. It it doesn't fit your requirements, then its no good for that particular task and you will need to look again. Real CAD normally requires a plotter rather than a dot-matrix printer, to avoid the lines being made up of dots. It's all down to the use that you intend to put the CAD program.

Sprite data

● I have several programming queries on the 64.

1. Why can't sprite data be used at locations 4096-8192 — my sprites look like weird letters and signs! I am writing a complex program, and need all the available memory I can get. I have 4K of sprite data to be placed at 2048. 'Basic' is out of the way, but my sprite data uses locations over 4096 up to 6144.
2. Can I make the 'VIC' chip point the sprite data somewhere over location 16384?

Thank you for any help you can give me.
H. Fu,
Chesterfield.

Apart from the fact that your BASIC program normally resides from 2048 upwards there is no reason why you cannot store your sprite data there. However, when you say you have 'moved' BASIC out of the way, are you quite sure that what you have done is to move the start of the program area safely above the end of your sprite data? If you haven't done this then writing your program, or storing m/c routines, may have overwritten the data. If you really want maximum use of the main memory for the program then why not move the whole screen, sprite pointers and sprite data into the area above C000 (49152). Due to the limitation of the VIC chip, the screen and the sprite data have to reside in the same 16k bank of memory, but that bank can be anywhere (provided it doesn't clash with something else). By moving the whole lot out of the normal BASIC RAM area you release all the memory from 1024 — 40959 for use by a program. The example below shows you how to move the screen and sprite data to C000 and you can then utilise the method in your own program.

```
10 POKE 56578, PEEK
(56578) OR3
20 POKE 56576, (PEEK
(56576) AND252)
30 POKE 53272, (PEEK
(53572) AND15)
40 REM ABOVE 3 LINES
AMEND SCREEN AND VIDEO
BANK ADDRESSES
50 REM SCREEN ADDRESS
IS NOW 49152-50151
60 REM SPRITE POINTERS
ARE NOW 50168-50175
70 REM SPRITE DATA CAN
START FROM 50176
80 REM EG POKE 501686,16
FOR FIRST POSSIBLE
LOCATION OF SPRITE DATA
```

Virus scare

● I have recently purchased a second disk drive for my Amiga, and I am wondering if I can use it as DFO: to load games in rather than using the internal disc drive. I have also caught the byte bandit virus from a software hire library and using virus x I have deleted it from my disks. What I want to know is if it is still inside the computer, and if so, how can I get it out?

I am considering whether to buy a sound and picture digitiser. Can you tell me if there is a reasonably priced sound digitiser which can be used to sample a record and play it back, and if not, what is the best I can expect?
Marc Blackie,
London SE4.

You can only autoload a workbench disk from DFO:, so if you want to load and run a program merely by putting it into the drive when the 'hand' appears then the simple answer is that you cannot use an external drive for this. I don't quite see what the advantage is of using the external drive, since unless you have expansion memory fitted, you may even have to switch out the second drive in order to retain enough RAM to run some programs. If yo just want to be able to run games from DF1: so that you even up the wear on the drives, then run them from workbench or a CLI. If you still want them to autorun on boot-up then use a disk in DFO: which includes in its Startup file a run command for the game in DF1:.

As for the virus, this resides on disk sectors. Apart from the battery backed clock, and of course ROM, all memory in the computer is lost whenever the power is turned off. What you must ensure is that you test all your disks before assuming that you are free of the virus. If you have done that then you should be OK.

There are several sound digitisers on the market for the Amiga and it is really a question of finding one that meets your price criteria as they are all capable of storing sounds. Your main problem is much more likely to be a lack of memory, since most digitisers can only store a few seconds of sound without expansion memory being fitted. You will need at least 2 Mbytes of expansion RAM if you want to even think about storing a record. Much of the digitised sound you hear is in fact a small section repeated many times. The same applies to picture capture. Digiview Gold is probably the most popular video digitiser for capturing TV images, but there are equally good hand-held scanners that can be used for both colour and B&W pictures in conjunction with graphics programs such as Dpaint II or III. Again, expansion RAM will determine just how complex or large the captured image will be. If you do not already have at least a 512 kbyte RAM expansion then get one without delay before purchasing any form of digitiser.



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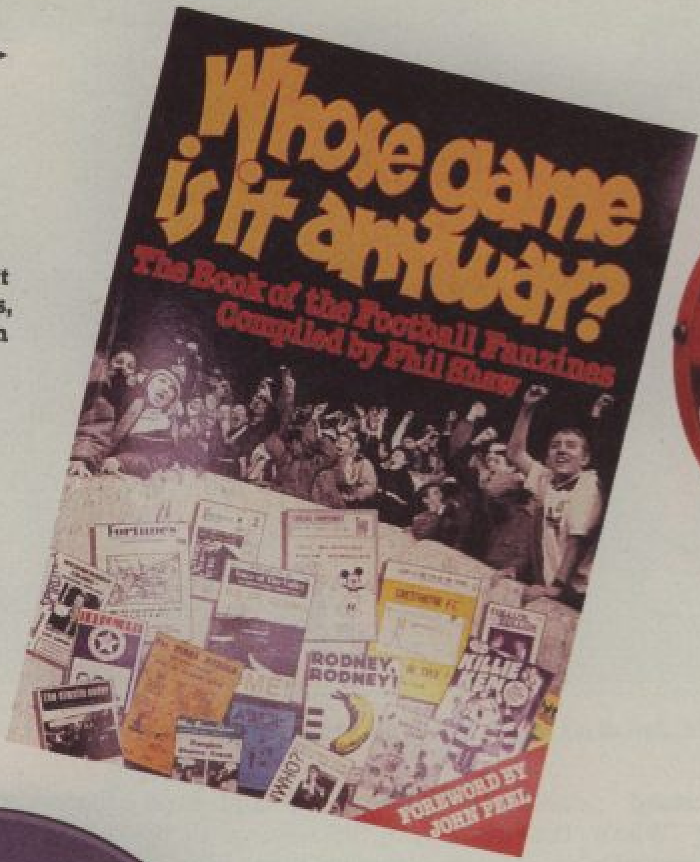


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EMAP (and some others) v. The Rest Of The World. The Ed, ball at his feet as usual, reflects on the state of things at the charity footie match.

THE LAST WORD

What happened? Where are we? One minute we were talking amongst ourselves the next — nothing. All we know is the Editor was standing over us muttering something about us not bothering to check facts and how we deserved it. RVF, VFR, FRV it's all the same to us.

So we missed another issue whilst we were in hospital. Never mind, pull up a visitor's chair, pass us the grapes and we'll fill you in on all the goings and comings in the wacky world of software. What a wild and woolly time it's been.

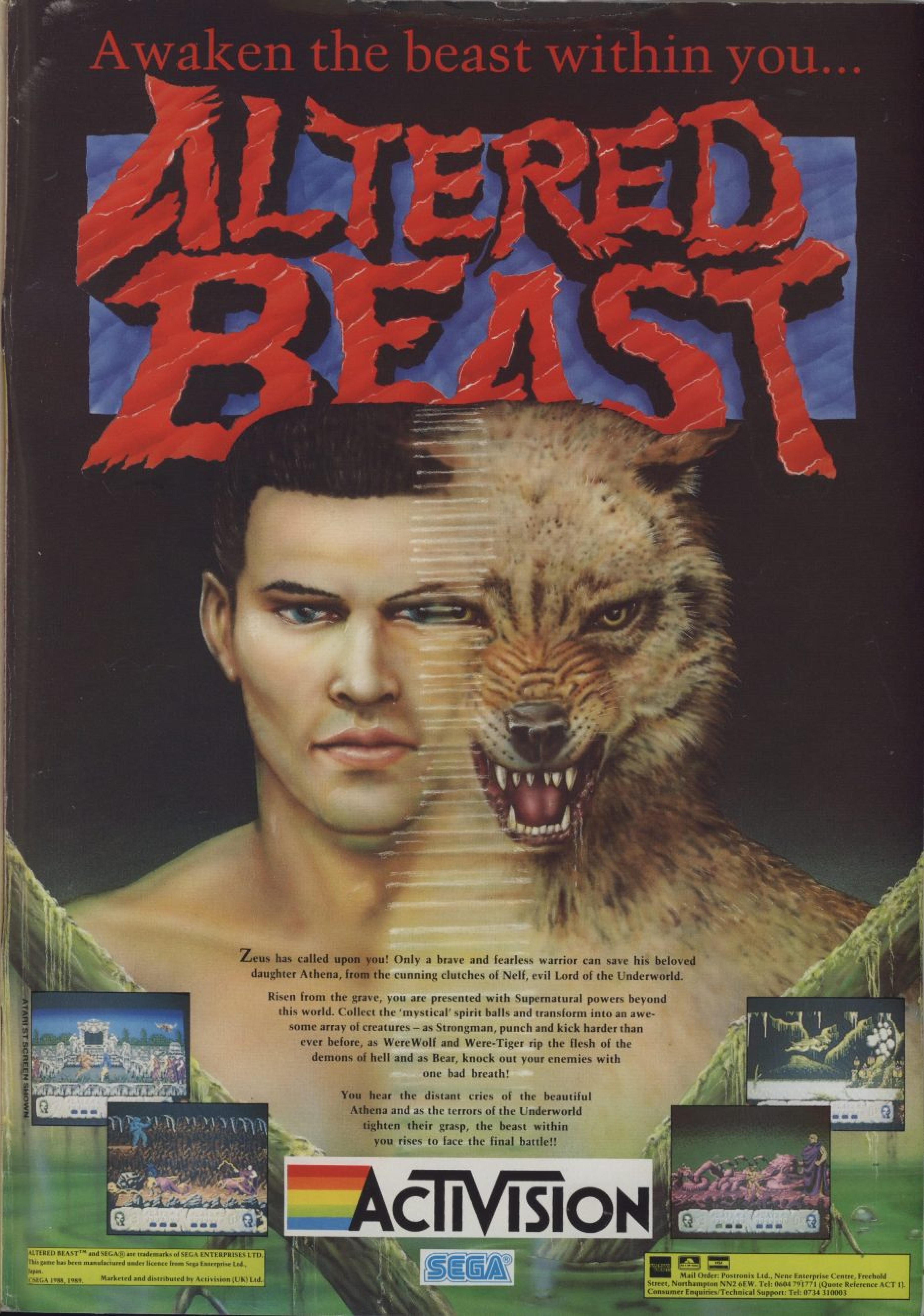
It all began with a charity soccer match held in September at Luton's vile Kenilworth Road pitch. Four sides there competed for the honour of . . . what was the honour, anyone? Oh, winning. The publishers' team consisted of journos from the mags, mostly representatives of EMAP. It was a masterful fighting display which took us through the qualifier to the final, and, agonsingly, penalties. The Ed converted his in true Ray Stewart style, but the cup slipped away from the team after an EMAP publisher blazed wildly over the bar and the referee intervened to offer the opposition another penalty after they missed one. Altogether now: 'Who's the b@★t★/d in the black?!'

The big event though, as ever, was the PC Show. Regular readers will know that this is generally the biggest excuse for getting wasted the software industry knows. The Show was, well, like it always is really, except that there was probably even less to see and get excited about than there usually is, with fewer machines to play and more rolling demos and videos. That should change next year, because TLW can exclusively reveal that there won't be a PC Show. Instead there will be the ECES, or the European Computer Entertainment Show to you and it'll be run by CU's publishers EMAP and organised with the help of all the home computer mags here including us. How's that for a Maxwell-like news exclusive?

At least the post Show parties didn't disappoint. Wednesday night began in a dignified manner with an EMAP cocktail evening in Chelsea. Everyone eventually adjourned to local hostelleries, where a TLW representative was bewildered to see a member of Mirrorsoft, fearing a bit of poaching, trying to prise a Bitmap brother away from Ocean's Gary Bracey using just about every trick in the book. Thursday night won the award for best 'do' with US Gold's night at The Limelight club, which featured more Beck's than you've ever seen, an appearance by Rik Mayall and the sight of ACE ad manager Gary Williams doing The Timewarp solo on stage. Not to be outdone in the comic stakes Ocean produced none other than Bob Monkhouse for their evening, held in a big Italian restaurant in Kensington.

And that's that until it all begins again at Christmas with more industry parties and the celebrated Indin, at which the industry pats itself heartily on the back and gives away awards, judged by the magazine editors, to the year's top games. Any clues from the Ed for Game Of The Year? Only, he says, that it's not *Passing Shot*.

Seeing as we've mentioned games you might like to know what's happened to *Rainbow Islands*? Reviewed favourably by everyone, months ago, the game has yet to appear in the shops. The reason for this is a disagreement between Taito who own the game's rights and Microprose who now own Firebird. No doubt m'learned friends are involved which means the prospect of seeing the game this side of Christmas must be dim. Let's hope not.



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